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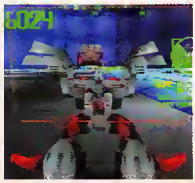

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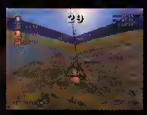

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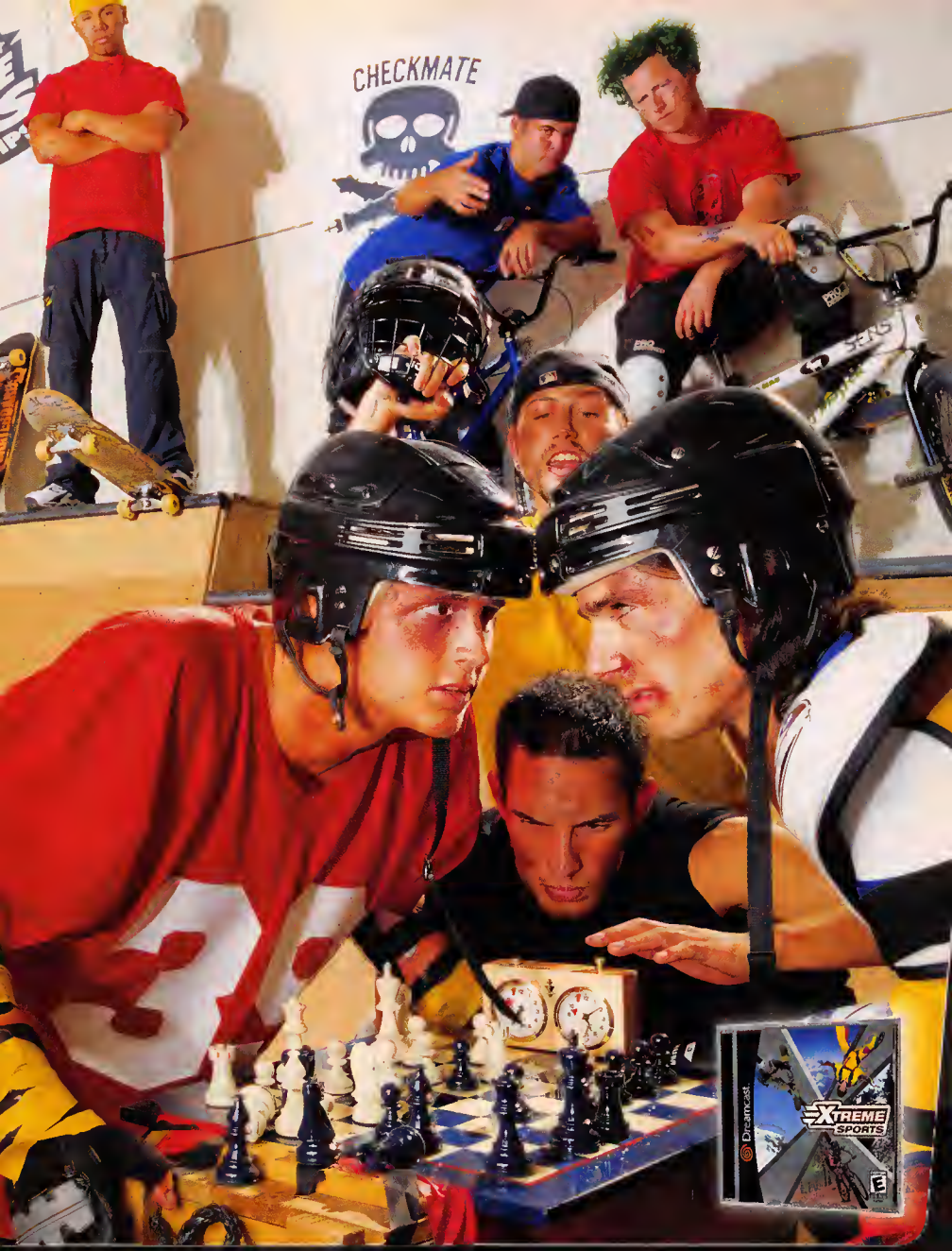

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Power Up!

Tips & Tricks Editor in Chief **Chris Bieniek** just acquired a used copy of *Alfred Hitchcock's Ghostly Gallery*, which he describes as having been the only book in the St. Pancratius school library that was worth checking out. He's now looking for a copy of *SuperJock*—the autobiography of disk jockey Larry Lujack—to replace the one that was taken away from him in the 7th grade.
Current Favorite Games: Jet Grind Radio, RC de GD!, Dynasty Warriors 2, Mario's Picross

Executive Editor **Anatole Brown** was recently treated to an evening of pro basketball at the invitation of *Tips & Tricks Sports Desk* editor Mike Daly. Mike insisted on paying for both of their tickets because—as he rightly pointed out—there's no way that Anatole would have attended an L.A. Clippers game of his own volition.
Current Favorite Games: SSX, Madden NFL 2001, Phantasy Star Dnline, Dnimusha Warlords

In her previous position as the Art Director of *Handguns* magazine, **Lisa Beattie** used the term "dummy" to refer to a page-by-page breakdown of the magazine's contents. When she uses that term in the *Tips & Tricks* offices, however, everyone assumes that she's referring to our beloved-but-absent-minded Editor in Chief Chris B.
Current Favorite Games: Madden NFL 2001, NFL GameDay 2001, NCAA GameBreaker 2001, NFL 2K1

Brazilian Sega Master System cartridges are the latest collecting obsession of **Jason Wilson**. Games like *Street Fighter II* and *Virtua Fighter Animation* appeared there long after the system was pronounced dead (even in the United Kingdom). If this keeps up, there may yet be some underdeveloped country where Master System versions of games like *Dino Crisis 2* and *Samba de Amigo* are being released.
Current Favorite Games: Capcom vs. SNK: Millennium Fight 2000, Mario Bros., Duck Tales, Legendary Wings

Associate Editor **Ara Shirinian** has a large collection of unusual PlayStation controllers, including just about all of the keyboard, guitar and "turntable" devices made for use with games like those in Konami's *Bemani* series. He's also our second-fastest typist, the only one who can even come close to challenging Charlotte's outrageous high scores in *The Typing of the Dead*.
Current Favorite Games: SSX, Keyboardmania, Dragon Warrior Monsters, Dynasty Warriors 2

Associate Editor **Charlotte Chen** has made a hobby out of trying to identify the usernames of celebrities who buy and sell goods through the popular eBay online auction service. Rock stars are the easiest to spot, she says; they always bid on expensive sports cars, vintage electric guitars and medical bags made from alligator skin.
Current Favorite Games: The Typing of the Dead, Shenmue, Escape From Monkey Island, The Sims: Livin' Large

While reading *Timeline*—the latest novel by author Michael Crichton—*Tips & Tricks* Contributing Editor **Pat Reynolds** couldn't help noticing how often its characters use the phrase "in point of fact" throughout the book. It was driving him nuts; now he wonders if people in the scientific community really talk like that.
Current Favorite Games: Final Fantasy IX, Jet Grind Radio, Ready to Rumble Boxing: Round 2, Cannon Spike

Tips & Tricks contributor **Geoff Arnold** wants to know why third-party video-game controllers don't get the endorsements of professional game players for advertising and promotional purposes, much in the same way as musicians endorse instruments and athletes endorse shoes. He would also like the manufacturers of such peripherals to know that he's available...
Current Favorite Games: SSX, Summoner, Capcom vs. SNK: Millennium Fight 2000, Street Fighter III: 3rd Strike

Rich Krupa watched VH-1's "100 Greatest Artists of Hard Rock" with one raised eyebrow and a sour taste in his mouth. He can live with the fact that legends like UFO, Deep Purple and Judas Priest didn't make the top 10...but leaving Manowar off the list in favor of bums like Ratt and Quiet Riot is an oversight that he describes as "just plain inexcusable."
Current Favorite Games: Jet Grind Radio, Kessen, Madden NFL 2001, Super Metroid

Weaned on the *Madden* series for Sega Genesis, *Tips & Tricks Sports Desk* editor **Mike Daly** has a casual demeanor that's far from the curmudgeonly stereotype of the American sports journalist. He reluctantly admits that his life's ambition is to have his features digitized for use as a secret character in any Midway coin-op sports game.
Current Favorite Games: Super Runabout, Knockout Kings 2001, Madden NFL 2001, Joust

Although Editorial Assistant **Jamie Andrew** claims that she once berated a stalker at a previous job by loudly "cussing him out" in front of co-workers, she's still the only *Tips & Tricks* staff member—past or present—who doesn't use profanity in the office on a regular basis. Jamie prefers Gatorade's Propel "Fitness Water" over the standard stuff.
Current Favorite Games: Crash Bash, Banjo-Tooie, Ms. Pac-Man Maze Madness, Super Bust-A-Move

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Re: Carrier: The Next Mutation ad copy

The following is the advertisement copy for our new game, Carrier: The Next Mutation. The game will be published on the PlayStation®2 computer entertainment system.

Carrier: The Next Mutation is the [redacted] awesome game on the planet. [redacted], it's got it all!

Chicks with [redacted]. Guys with [redacted]. Action! [redacted]! Bombs! [redacted]! Blood! Guts! Gore! [redacted]! Destruction! [redacted]! [redacted]! Rock-n-Roll! All that really [redacted] stuff that makes kids [redacted] their [redacted] and parents pinch [redacted] tighter than [redacted]. Getting through the [redacted] explosions and [redacted] monsters on this ship [redacted] during Desert Storm.

Carrier: The Next Mutation has the [redacted] awesome, god[redacted] scariest, [redacted] monsters and, of course, the [redacted] king of bad [redacted] – MORPH! This huge [redacted] plant named MORPH is just waiting to get you [redacted] and infect you! MORPH! is the baddest [redacted]. Were not talking [redacted] off philodendron here. This plant is so [redacted] think a weed could [redacted]. Best to play this game on an empty stomach. Your momma's cookin [redacted] anyway.

In Carrier: The Next Mutation you go through this [redacted] aircraft carrier trying to reach the engine room without getting [redacted] infected by MORPH or [redacted] your head [redacted] off and s[redacted]. MORPH! and his band of [redacted] started to [redacted] the crew. They're already [redacted] and [redacted] gonna help [redacted] now. You can't [redacted] your friends or crew mates any farther than you can [redacted] a rock.

Sure you got a [redacted], [redacted] gun to blow this [redacted] MORPH! away. Your gonna need help, [redacted]. But who [redacted]? Who is still alive and who is [redacted] bait.

Thank you for taking the time to review my copy. We know that Carrier: The Next Mutation will be a [redacted] must have for all gamers.

Sincerely,

Ken Gratz

Ken Gratz

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Carrier: The Next Mutation

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Hey, readers! Got a hint or tip? Want to communicate your most intimate desires to any of the staff members? Just write to:

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Due to the volume of mail we receive, we regretfully cannot send any personal replies. But if you're nice we might print your letter!

HOW TO HOLD A CONTROLLER

My name is Lynell Harris. My question is stupid, but I'll ask anyway. What is the correct way to hold an N64 controller? Please answer; all my friends want to know also.

—Lynell Harris
Biville, OK

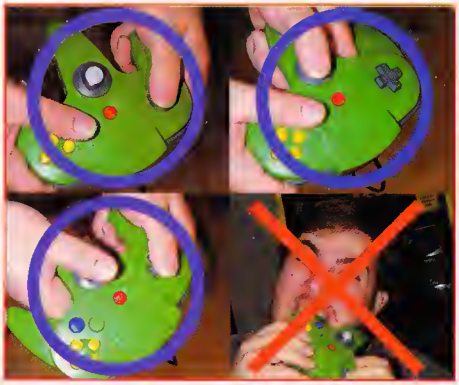
It may seem like a trivial issue, but you bring up an interesting point. Actually, there are a number of different ways you can hold the N64 controller. Usually, it will depend on what kind of game you're playing. For example, in The New Tetris, *you would hold the left prong with your left hand and the right prong with your right hand. A few games, like* Chopper Attack, *allow you to play by holding the left prong in your left hand and the center prong in your right hand. For the majority of N64 games, however, you'll hold the center prong in your left hand and the right prong in your right hand. As far as we know, those three configurations are the only "correct" ways to hold the controller, although no one will stop you from holding it any way you want to.*

PS3

I heard that Sony is coming out with a PlayStation 3. Is that true? Will it be better than the PlayStation 2—or the same—and when will it come out?

—Daniel Jimenez
Cathedral City, CA

Thanks for your letter, Daniel! Eventually, a third PlayStation console might appear in four or five years. A company as big as Sony usually has long-term plans for the next five, ten or even twenty years. There's probably a strategy already in place that covers what happens after the end of the PS2's life cycle. Marketing and selling a game console takes years of research and planning. There's no doubt that Sony is already working on it, but it's very unlikely that the is anything more than a general idea of what the next step would be. Besides, the PlayStation 2 just came out! Enjoy what you can play right now! For us as a magazine and for you as a consumer, it's silly to speculate about anything that's so far into the future. 2004 is way ahead of us and a lot of things in this industry can change in that space of time. Just think about what kind of games you were playing in 1996!



You can hold the N64 controller in many different ways. Ara likes to hold the right side with his mouth.

SUNNYVALE: WE HAVE A PROBLEM

I have one thing I need to know: Does Capcom work for NASA?

—Julia
Eatontown, NJ

Well, Julia, the answer is both yes and no. It's not known to most people, but the abbreviation "CAPCOM" in the context of NASA stands for "Capsule Communicator", which is the title of a person at Mission Control who directly communicates with whoever it is in space for a particular mission. Sometimes it appears in all capital letters, and other times you may see it capitalized as "CapCom." However, this has absolutely nothing to do with the video game company known as Capcom, most well known for its Street Fighter *series. As another point of trivia, the name of Capcom (the game company) is abbreviated from "Capsule Computer." At one point, the company also had a mascot named Captain Commando, which obviously led some people to believe that the company's name may have been derived from that character and not the other way around. If you missed his self-titled arcade or Super NES games, you can see Captain Commando in the* Marvel vs. Capcom *series.*

FOUR QUESTIONS

1) I have a game for the original NES called *Street Fighter 2010: The Final Fight.* I want to know if this is the original *Street Fighter* game, because

TOKEN OF THE MONTH

This month's token is from the Family Amusement Center Arcade. It was sent in by Rob Backer, from Maple Shade, NJ. Thanks, Rob!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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all I ever heard of was *Street Fighter II*. Since it's a "II," it has to be a sequel.

2) Will there be any *Street Fighter* games for PlayStation 2?

3) In *Marvel vs. Capcom*, there's a character named Jin; what game was he originally from?

4) I have *Chocobo's Dungeon 2*; what system is the first one on? Did it even come to America?

—Johnathan Ficarra
Fort Walton Beach, FL

Okay, Johnathan, here are some answers for you:

1) The original Street Fighter *was an arcade game, released in 1987.* Street Fighter 2010: The Final Fight *was released for the NES in 1990, but—aside from the main character being a futuristic version of Ken—the game was only part of the series in name; it was nothing like any of the other* Street Fighter *games.*

2) The PlayStation 2 version of Street Fighter EX3 *is on store shelves right now!*

3) Jin is a mecha pilot from Cyberbots, *one of the more obscure Capcom fighting games.*

4) The original Chocobo's Dungeon *only appeared for the Japanese PlayStation in 1997 and was never published in America. It was titled* Chocobo no Fushigi Dungeon, *which means "Chocobo's Mysterious Dungeon."*

GOLEMS & DRAGONS & SLIMES...

I bought an NES and it came with the game *Dragon Warrior*. In issue #60, page 102 of your magazine, in the *Dragon Warrior Monsters* strategy, the Slime caught my eye because that is a monster I fought that day in my game! Is *Dragon Warrior Monsters* a sequel to my *Dragon Warrior*?

—Dereck Cook
St. Catherine, MS

Dragon Warrior Monsters *is indeed part of the same series of games, but it isn't quite a sequel. It would be more accurate to say that it's an original game that takes place in the world of* Dragon Warrior *(a.k.a.* Dragon Quest, *its title in Japan). Slime isn't the only monster that appears in both games! See if you can find Wyvern, Dragon, Golem and others!*

BLACK MARKET PLAYSTATIONS

I received a Sony PlayStation for Christmas of 1999. Well, all was good until I went to put a GameShark in my PlayStation...and found that it had no slot for a GameShark! All my friends are calling it a black market PlayStation. Do you have any explanation?

—Matt Tisiot
Hamilton, Ontario

You can tell your friends to knock it off, because there's a perfectly good explanation why your PlayStation has no port for a GameShark. You can also stop worrying, because it's got nothing to do with any kind of black market either. Over the years, Sony has quietly modified the composition of new PlayStations. You can tell whether one PlayStation is different from another by looking at its model number. Each time the console was changed, it was given a new model number. It may seem confusing, but for most practical purposes, all the different model PlayStations were identical. However, one of the significant changes that occurred between models was the removal of the parallel port, where you connect the GameShark. Why did Sony do this? Well, it's important to note that this isn't the first time that a manufacturer has modified its console. Both Nintendo and Sega have made subtle changes to many of their game systems after their initial release. It's a common practice, and one of its primary motivations is to reduce the cost of the console if possible. The PlayStation was originally $299 when it was first released in 1995. Just before it was superceded by the PSone this year, it had a $99 price tag.

While the cost of production naturally goes down over time, Sony was able to sell PlayStations at such a bargain price by whittling down the manufacturing cost as much as possible. Including an extra port requires additional parts, and additional parts cost money that adds up to quite a significant amount if you're producing millions of them. Besides, if no one is using your port for anything besides hacking games (which was the case), that's another incentive to remove it. Sony is highly protective of its intellectual property and will do everything it can to prevent users from hacking into the PlayStation console. Why was it included in the first place? Perhaps there were other plans for it that fell through. Certainly, older consoles had unused expansion ports too. In any event, the good news is that you can go out right now and buy a GameShark CDX, which has the same functionality of a standard GameShark, plus it will work on all PlayStations!

Here is a rear view of two different PlayStation models. Note the missing parallel port of the newer model on top.

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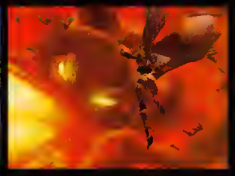

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Shenmue™

by Pat Reynolds

Sega's long-awaited epic adventure for Dreamcast is finally here! *Shenmue:* Chapter 1 follows the journey of Ryo Hazuki as he attempts to track down the man who murdered his father. All Ryo knows at the outset of the adventure is that a man named Lan Di is the culprit and that he arrived in a black car. Ryo will talk to hundreds of people, contend with street gangs looking to do him harm and take on various side quests along the way. This guide will provide you with all the answers you'll need to successfully navigate the world of *Shenmue*.

IMPORTANT PEOPLE

The world of *Shenmue* is populated by literally hundreds of fully realized characters who go about their business, work their jobs and roam the streets. A handful of key people play larger roles in the game; they'll pop up numerous times throughout Ryo's adventure. Here is a brief list of these important individuals.

Ryo Hazuki
The main character, 18 year-old Ryo is an exceptional martial artist and is well-liked by the citizens of the neighboring towns. When his father, Hazuki-sensei, is killed over a mysterious object called the Dragon Mirror, Ryo is determined to find out who the responsible parties are and bring them to justice.

Tom Johnson
The perpetually dancing Tom runs a hot dog cart in Dobuita and New Yokosuka Harbor. He is a priceless source of information; if you find yourself unsure of where to go next, try asking Tom. He usually has the right answer to set you straight. Later in the game, Tom will teach Ryo a new martial arts move.

Master Chen
The wizened Chinese master gives Ryo information about the Chinese mafia and the mysterious Phoenix Mirror. He also teaches Ryo an important move late in the game.

Nozomi Harasaki
Poor Nozomi is smitten with Ryo, but he never seems to catch on to this fact, instead focusing like a laser beam on his mission of revenge. Nozomi can usually be found outside of her grandmother's flower shop; she is an important source of information whenever Ryo is searching for something.

Masayuki Fukuhara
A live-in student of the Hazuki dojo, Fuku-san is practically a brother to Ryo. He often serves as comic relief, but there are several times during the game when Ryo will be required to seek out Fukuhara's advice in order to advance in his quest.

Goro Mihashi
Goro starts out as just another punk looking to make Ryo's life difficult, but after learning his lesson he becomes a valuable friend in Disc 3, often pointing Ryo in the direction of his next goal.

Chen Gui Zhang
Master Chen's son appears throughout the game, occasionally sparring with Ryo and offering advice. Late in the game he will become a valuable ally in a last-ditch fight against overwhelming odds.

Lan Di
A master of a powerful martial art, Lan Di is the man who killed Ryo's father and then disappeared, leaving Ryo with unanswered questions and a burning desire for vengeance. Ryo trails the mysterious Lan Di throughout the adventure.

Chai
Chai aspires to become a member of the Chinese mafia; he believes he can attain this goal and win favor with Lan Di by thwarting Ryo's quest. Chai is a powerful fighter and the real villain of *Shenmue:* Chapter 1, providing the most challenging battles of the entire game and also acting as the final "boss."

THE F.R.E.E. SYSTEM

Shenmue uses the F.R.E.E. (Full Reactive Eyes Environment) system. While the name is a mouthful, what it means is that practically everything in the game is interactive, even if it serves no purpose. A good example of this system is Ryo's house. You can open any drawers or cabinets you see, look inside boxes and rummage through desks and appliances. You can even pick up and examine many objects around the house. It's easy to spend the entire first day (of game time) simply exploring the house, even though there are only a handful of areas you really need to examine. You can also speak to every single person in the game, although it becomes apparent early on that only a few of them have anything useful to say. Still, the responses you get from some people are often quite amusing, especially the "rude girls" that start calling you names and mocking you when you attempt to start a conversation. Generally, anyone who is walking along the streets won't have anything important to say—the people you have to speak with to advance the story are almost always standing in one place or manning a shop of some type.

QUICK TIMER EVENTS AND FREE BATTLE

Action sequences and some fights use the Quick Timer Event (QTE) system. QTEs are semi-interactive events during which you'll see an icon flash on the screen indicating one of the controller buttons or D-pad directions; you must press that button (or direction) quickly to advance. QTEs range from very easy (a single button) to complex (strings of buttons and directions). Some QTEs require that you complete them (failing will restart the event) while others will produce an alternate outcome upon failure. (Note: Most longer QTEs will allow you to miss a button press or two. If you miss a button, the QTE usually adds a different one before returning to the main series. Throughout this guide, I've provided you only with the correct set of button and directional inputs to get through each QTE perfectly.)

Shenmue also uses a *Virtua Fighter*-like interface for many battles, giving you full control and a nice variety of attacks to use against your opponents. Be sure to practice your moves so you have a full arsenal of attacks when the Free Battles get hairy later in the game; you can practice in several places, including the Hazuki dojo and a parking lot in Dobuita. Like QTEs, Free Battles allow you to replay them if you lose (except for the first fight against Chai). I'll try to give you enough pointers for the Free Battles so you'll win every time.

WALKTHROUGH - Disc 1

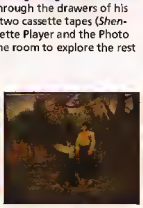
This walkthrough is designed to cover *Shenmue* from start to finish, guiding you through all of the different areas of the game in as efficient a manner as possible. While there are loads of "side quests"—like collecting all of the trinkets from the vending machines, winning the Sega Saturn games or prizes in the arcade—this walkthrough provides only what you need to know to successfully navigate the game. Everything else is there for you to explore at your own pace. Note that this walkthrough provides just one way to get through the game; events might change based on how you decide to pace your stay in the world of *Shenmue*. Also, there is almost always more than one way to get a piece of information, especially in the many "clue hunt" parts of the game. If you get off track, don't worry; your experience with *Shenmue* will simply be a little different from mine, but the major events are the same. I encourage you to try to play through *Shenmue* on your own, using this guide only if you become stumped during the game, as the experience will be richer and much more interesting.

Hazuki Residence

Spend some time in Ryo's room getting used to the search controls as you go through the drawers of his desk and dresser. Grab the two cassette tapes (*Shenmue* and *ShaHua*), the Cassette Player and the Photo of Friends before leaving the room to explore the rest of the house.

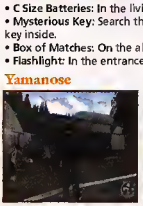
Explore the rest of the house, making sure to pick up the following items:

- **Twin Blades Scroll:** It's in the back hallway that connects Hazuki Sensei's den and shrine, in a basket on the floor. Use the scroll to learn the move.
- **Shadow Reaper Scroll:** You'll find this move scroll in Fuku-san's room (the parchment outside the room reads "Fukuhara"). Search the top of the desk to find it. Use the scroll to learn the move.
- **Photo of Hazukis:** In the right drawer of Ine-san's small desk. Her room is opposite Ryo's bedroom.
- **C Size Batteries:** In the living room, in the left drawer of the cabinet in the corner.
- **Mysterious Key:** Search the desk drawer in Ryo's father's room and he'll automatically open the box with this key inside.
- **Box of Matches:** On the altar in the shrine room.
- **Flashlight:** In the entranceway to the house, search the cabinet under the telephone.

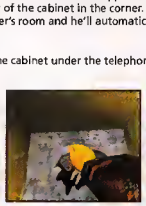


There are also two areas in the Hazuki Residence where you can trigger automatic flashback events. Looking at the food on the kitchen table kicks off the first one, and walking near the big tree in the corner of the outside yard triggers the second.
While wandering around the house, collecting the items, be sure to talk to Ine-san and hear about Fuku-san's depression. She'll ask you to pay a visit to him out in the dojo, which is separate from the main house. When you have all of the items, head there to watch a short cutscene. This officially kicks off Ryo's quest to exact revenge for his fathers' death. Checking Ryo's journal after this event will show you that he's written down the words "I'll get revenge for my father!!" in case he forgets his mission.
You've done everything there is to do at home at this point. Time to venture out into the world.

Yamanose

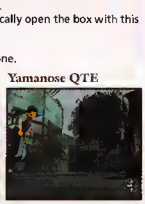


Shenmue eases you into the world by making this small, easy-to-navigate town your first stop. Yamanose consists of one street and leads to the town of Sakuragaoka, where the real adventure begins. There are a couple of kids playing in the street, but talking to them won't get you anywhere.



As you pass the Yamanose Shrine for the first time, Ryo will automatically be attracted to the cries of a small kitten. He discovers a local girl named Megumi tending to a lone kitten. You'll have the option of taking some dried fish or fried tofu from the nearby temple to feed the kitten. Choosing the fish will serve to forward the story and set you on the path to your next destination, while feeding the tofu to the kitten turns out to be a bust; the kitten won't eat, and Megumi clams up and won't give you the info. Choose the fish. As a side note: Now that you've seen the baby cat, you'll find two new items in the kitchen at home: Milk from the refrigerator and Dried Fish from the counter near the sink. You can use these items to feed the kitten. Continue to feed the kitten throughout the game as you pass the Yamanose Shrine and it'll get healthy and survive.

Yamanose QTE



This Quick Timer Event happens on the second full day of the game when you walk through Yamanose in the morning. A cutscene will take over as Ryo walks down the road and you'll see some children playing soccer. One of the boys kicks the ball too hard and it flies right at Ryo. Be ready to tap the **A** button as soon as it appears onscreen; you'll safely catch the ball and warn the kids about playing too rough. If you miss the button press, the little girl sitting nearby gets hit in the head and runs home crying. Note that if you skip Yamanose and go straight to Sakuragaoka or Dobuita from your house, this QTE will occur the next time you enter Yamanose from your house.

Sakuragaoka

There are just a few things to do in the small town of Sakuragaoka. This section lists the events in roughly the order you'll encounter them in the game.

Helping an Old Lady

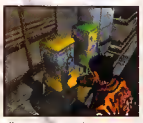
This event is triggered as you enter the town for the first time. Take a right at the first crossroad and an elderly woman will ask you to find the Yamamoto household for her. She then heads to the nearby park to wait for you. Yamamoto's house is actually near the park; the easiest way to find it is to head around the corner from the park and use the map posted there. You'll see that the Yamamoto house is just opposite from your position at the map. Look at the nameplate and then head to the park, where Ryo will automatically escort the old woman to the house (note that this event might not happen for you at this time; it seems to be tied to which food you feed the kitten).

Get a Clue

If you fed the kitten the tofu instead of the fish—and didn't get a lead from Megumi—talk to the women standing near the telephone booth as you enter town; they'll direct you to Yamagishi-san. If Megumi already mentioned Yamagishi after you fed the dried fish to the kitten, skip this event and head straight to Yamagishi-san's house.

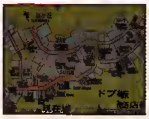
Yamagishi-san

You'll find Mr. Yamagishi in his side yard, tending to a tree. Talking to him will allow you to access the next area of the game, Dobuita.



What else is there to do in Sakuragaoka? You can purchase soda from the outdoor vending machine and start a trinket collection from the prize machines next to the soda machine. There are two of these machines, one dispensing random character figurines from the Sonic series of games and the other giving out *Virtua Fighter* characters. You could waste a lot of time and money trying to collect them all. Then there's the only shop in town, the Abe Store, where you can buy a variety of foodstuffs and also get the chance to enter a drawing for prizes. Purchasing candy or chips gives you the ability to draw a ticket from a box. You might win and you might not; it's totally random. You can win various toys (of the same variety you can buy from the vending machines) and you might even win the Saturn version of *Hang-On* or *Space Harrier*!

Dobuita

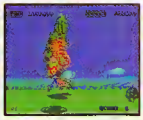
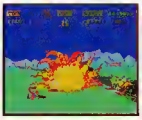


Ryo's adventure in Dobuita starts with a long string of people to find and question about the black car involved in his father's death. Before we get into that, here are a few places you'll want to be familiar with.

Tomato Mart

Tomato Mart is like the supermarket version of Abe Store back in Sakuragaoka. You can buy the same chips and candy in order to take a chance at the prize drawing, but there are also many more items for sale. You can stock up on milk and sliced fish to feed the kitten in Yamanose. You'll also find batteries for your flashlight, and even flashlights if you didn't take the one from home. I'd also recommend buying a light bulb while you're here; it'll come in handy later in the game.

Game YOU

There's a full arcade in town where you can hang out and play a mix of games. Most notably, they have full cabinet versions of classic Sega titles *Hang-On* and *Space Harrier*. You can also practice your QTE reflexes on one of two QTE Event games (highly recommended), or play a game of darts. Do well enough at any of the games and you could win prizes!

Try your luck at the Slot House and play—what else—slot machines. This is another way to pass the time while waiting for another shop to open or a time-specific event to occur.

Practice Moves

There are a lot of time-specific events in Dobuita, and you'll often find yourself arriving at your next destination too early. Instead of waiting around, head to the empty parking lot next to Game YOU and prepare to "get sweaty," practicing your martial arts moves. You can unlock new moves by performing them during practice—try all of the standard *Virtua Fighter* button combinations (like ←, →, Punch, for example) and you'll unlock most of Ryo's arsenal in no time.

Good Deed #2

Here's another instance where you'll have the chance to help someone out. This one doesn't usually happen right away, but will show up on the second or third day of visiting Dobuita. A young man near the soda machine doesn't have enough money to buy one; you get the choice of buying one for him, or not. Try talking to him after you spring for his drink.

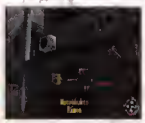
Dobuita Conversations

Your adventure in sleuthing begins by talking to the guy working at Happy Bear Burger (which isn't on the map, but it's not hard to find). Head down the main street and you'll pass Tom's hot dog cart and the Tomato Mart. Happy Bear is at the end of the street. Talk to the man behind the counter and he'll direct you to Nozomi at Aida Florist.

Finding Aida Florist is a snap. Turn and look back down the street from Happy Bear Burger; you'll see it just ahead on the right. Nozomi is the young girl standing out front in the plaid skirt and white sweater. Nozomi thinks Tom might know something about the men you're looking for; continue heading down the street (away from Happy Bear) and you'll find Tom and his hot dog cart along the right side of the road.

Tom is a dancing fool, but he'll stop for a few seconds to give you the next clue in your search. Try putting your cassette tapes in Tom's radio and watch him get down to the *Shenmue* theme!

Street Fight QTE



Your next stop, Global Travel Agency, is directly across the street from Tom's cart. The man inside gives you the biggest "no duh, Sherlock" clue of the entire game—he suggests that Ryo try looking for Chinese people at the Chinese restaurant, Ajiichi's. I started to wonder about Ryo's mental prowess at this point in the game.

After leaving the travel agency, head back toward Aida Florist—Ryo will be accosted by a couple of thugs looking for a fight. You'll get your taste of a real QTE (←, A, B) here, as Ryo defends himself against the ruffians. Mess it up and Ryo will take a beating.

Just past Aida Florist, turn left and follow the street as it curves around. You'll see the Ajiichi Restaurant on the right (look for the bright red awning and Chinese lettering). Talk to the man and women inside and they'll set you on the task of seeking members of the "3 Blades," a barber, a tailor and a cook.

Manpukuken Ramen is where you'll find the cook. It's also the closest of your new set of three goals. When facing out of Ajiichi's, turn left and follow the road until you see Manpukuken on the right. It also sports a traditional Chinese appearance with a red awning. They don't open until 5:00, so if you're early you can either wait around outside or head to one of the other two locations on your list first. The woman inside tells you that her husband, a member of the 3 Blades, passed on a year ago, but she tells you that you can find some other 3 Blades members in one of the bars at night.

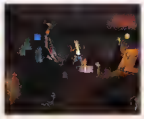
Upon exiting the ramen shop, turn left and follow the road all the way to Mary's Patches, where Itoi-san will suggest that you visit Liu at his Barber Shop. You can finish your hit list of 3 Blades by continuing down the street to Maeda Barber Shop. It's located right across from Game YOU. Note that some of these shops close up early; you might have to divide your time between a couple of days. If it gets too late, head over to the parking lot to practice your karate—or to the arcade to play some darts—and you'll automatically return home when it gets too late (around 11:00 PM).

You can talk to the man in Maeda Barbershop, but it seems that Liu Barber & Hair Salon is the place to be. Maeda-san will tell you how to get there. It's pretty simple: Head back to Happy Bear Burger and turn left. You'll find Liu's up ahead on the left.

The barbers in Liu's have the lowdown on the Chinese situation, after all the runaround. Liu directs you to his father, who hangs out at Suzume Park.

Suzume Park is hidden in a side alley near Game YOU. When facing Game YOU, you'll see the alley to the right of the building. Enter it and you'll find the park on the right. Speak to Liu Senior, who's sitting on a bench, and he'll set you on your next mission. "Must find sailors," writes Ryo in his notebook after this encounter.

(Hmm...) Asking around town—or simply using common sense—will get you another clue: Sailors hang out in bars. Luckily, there are several bars in Dobuita. The Yokosuka and the MJQ are the most likely places, according to some people. Yokosuka opens first, at 5:00 PM, with MJQ following a little later at 7:00. Both bars are located near the Manpukuken Ramen shop; on the map, Yokosuka is shown, but MJQ is not (it's right next door to Yokosuka). Once again, practicing your martial arts skills is a good way to kill time if you're early.



The bartender at Yokosuka will tell you to check either MJQ or the Heartbeats.

Talk to the men playing pool in MJQ and they'll challenge you to make a shot. Lose and you'll have to buy them an expensive drink. Win and they'll point you toward the Heartbeats bar. Here's a surefire way to make the shot: When the overhead view of the pool table comes up, press A to switch to the first-person view, then tap Right on the D-Pad exactly 17 times. You'll be aiming slightly toward the right side of the target ball. Press A to take the shot—the ball should ricochet off the side and drop into the corner pocket on Ryo's side of the table. If you miss, you'll lose a little money. No big deal.

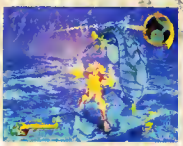
Dobuita QTE

The path to the Heartbeats bar is now open—opposite the Knocking Motorcycle shop you'll see a narrow set of stairs leading down. This path was previously inaccessible. Head down and you'll have a QTE (B, A, B) with two thugs. Win the battle and continue on to the bar.

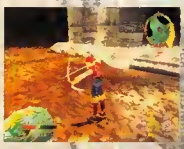
Defeat Your Fears To Achieve Grace

Players enter a world of intense magic and thunderous battles – where your survival is determined by collecting powerful artifacts and fashioning them to unique armor and weaponry. Two complete adventures await Darius and Sharline – heroes who must face an evil reborn. Journey as either hero and discover unique characters and monsters for each adventurer. They will need to master the art of arming themselves with items of incredible might and untold magical abilities to thwart the powers of darkness.

Attack with unique Pelaire armaments



Utilize many bizarre weapons to wipe out enemies



Face evil in its lair

"Expect gorgeous special effects and plenty of action."
– PS Extreme

Destroy foes everywhere you journey

- Customizable elements include weaponry, armor, and clothing.
- Certain combinations of armor and clothing unlock hidden magical abilities and powers.
- Two independent characters to play – each with their own storylines, goals, and discoveries.
- Epic RPG storyline with all the action needed for a legendary quest.

Magnificent graphic and lighting effects

Challenge ultra-strange creatures to the bitter end

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Heartbeats Bar QTE

You'll be attacked by thugs after entering the bar. Ryo can fight them off during this short QTE (B, A, B). After the brawl, the bartender tells you to look for someone named Charlie who hangs out at the motorcycle shop.

Head back to Knocking Motorcycle Shop and talk to the guys out front. If they're not there, come back later. They can usually be found outside of the shop in the early evening hours. The owner will direct you to Jupiter's Jackets, which is up the street near Mary's Patches.

The man at the jacket shop tells you that Charlie came in around 7:00 a few days ago...and that Charlie is "as ugly as the worst sin." Yikes.

Talk to the man at the Kurita Surplus store (it's on the other side of the street near the jacket store). He'll tell you that Charlie comes by around 7:00 PM, and that he's seen him leaving the jacket store around that time as well. That information confirms what the jacket vendor told you, so either wait around nearby until 7:00 or come back at that time.

Dobuita Free Battle 1

Although Charlie never shows up at either the jacket shop or the military surplus store, you'll automatically bump into one of his stooges if you head down the street toward Game YOU after 7:30 PM. Your first Free Battle occurs automatically, and you'll face off against five thugs. A few combo attacks on each ▶

Tattoo Parlor

▶ of them and they'll drop. After winning the fight, Ryo gets new information about the mysterious Charlie; your next mission is to locate a tattoo parlor.

You can ask around about the tattoo parlor, but nobody knows anything about it. The only people who can tell you where it is are the bikers hanging out in the arcade. They'll ask you to join their gang; if you accept, they'll tell you that the tattoo parlor is in Okayama Heights. It's located on the second floor of the tenement building directly across from the Yokosuka Bar. It has operating hours from 2:00 PM to 12:00 AM. If you try to go there on the same night as your fight with Charlie's cronies, the tattoo artist will tell you to come back the next day. Since it's probably pretty late by this time, you might as well head home for some sleep and return tomorrow. When you enter the Tattoo Parlor, you'll have to get through a simple QTE (←, A) before Charlie will talk. Charlie tells you he'll meet with you tomorrow at the arcade.

Hanging at the Hazuki's

Now you've got some time to kill and nowhere to be until 3:00 tomorrow. You haven't done much of anything at home except sleep and collect your daily allowance. This is a good time to take care of some business at home. (Note that these events will happen later if you don't jumpstart them now, so if you want to hang out in Dobuita playing arcade games or practicing your skills, feel free to do so.) 7:00 PM is the magic hour for you to be at home both today and tomorrow, as important events occur on both days at this time. Approach the dojo after 7:00 and an automatic sequence with Fukuhara will occur. You'll be able to practice your Free Battle skills while Ryo and Fuku-san spar. When this is finished, a long non-interactive cutscene occurs, during which Ine-san finally gives Ryo the letter that arrived shortly after his father was killed. It's written in Chinese, so Ryo now has another quest: to find someone who can read Chinese. Grab some sleep first, then head out in the morning.

Battle in Sakuragaoka

You'll notice that the game doesn't give you the option of "warping" straight to Dobuita this morning, and there's a good reason for this. As you enter Sakuragaoka on your way to Dobuita, a young boy will approach Ryo and tell him that some mean men stole his soccer ball and won't give it back unless he brings Ryo to them. Sure enough, it's Charlie and some thugs. Get ready for an easy Free Battle, followed by a very cool QTE (A). Afterwards, Ryo discovers that the boy speaks Chinese, but can't read it yet. Upon entering Dobuita, you'll bump into the boy again; he'll suggest that you speak to his grandmother, who works at the Russiya China shop.

Russiya China Shop

Finding Russiya China is easy—when facing Happy Bear Burger, turn left and it's up ahead on the left. Look for the purple sign and Chinese lettering. Inside, an automatic cutscene occurs as the boy's grandmother translates the letter. The letter contains two very important pieces of information. First, there's a code you'll need to use later in the game:

Father's Heaven
Nine Dragons
Mother's Earth
Comrades

Second, there's a phone number for someone named Master Chen: 0468-61-5647

Now, you have a meeting with Charlie at the arcade at 3:00, but he won't show...or at least he never showed up for me in any of the games I played. It might have something to do with the fact that he's a hooligan (and they aren't known for keeping promises), but I suspect it has more to do with Ryo's hitting him in the face with a soccer ball during the recent scuffle in Sakuragaoka.

The Phone Call

While you're hanging around the arcade waiting for Charlie to not show up (and you know you will, just to be sure he doesn't appear), you might as well head up the street to the Hirata Tobacco shop and use the pay phone to dial that number from the letter. You don't have to do this here—it can be done from any phone in the game—but this is practical, since you're most likely early to the arcade anyway. When the man on the other end answers, he'll say a line from that mysterious message on the back of the letter. This is important: Whichever line he says, you must answer with the following line. For example, if the man says "Mother's Earth," you say "Comrades." You'll have to give two passwords in this manner, and then he'll tell you that you've called Warehouse #8 and hang up. Talk to the old lady working in the tobacco shop and she'll suggest that you look in the phone book to find the address of the warehouse. There's a phone book on the counter next to the phone, so use it to find the address. (Note: You can also get this clue from Nozomi—and use the phone book at home to find the address—but if you placed the call from the tobacco shop, then this is the most efficient way to advance the story.)

Optional Social Life Opportunity

This part is purely optional—if you wait at home by the phone at 7:00 PM, you'll get a call from Nozumi and a cutscene with Ryo and Nozumi talking will be shown. If you miss the call, don't worry; it doesn't seem to change anything else in the game.

Back on Track

Now that you know Warehouse #8 is located in Amihama, you just need to figure out how to get to Amihama. Just about everyone in Dobuita knows how to get there, so talk to any of the locals and you'll receive the info. You'll find that the formerly inaccessible street at the end of the road (near the tobacco shop) is now accessible, and you can catch the bus to Amihama at the bus stop. Wait at the bus stop and when it arrives, press A to pay your fare and climb on board. This also ends Disc 1.

WALKTHROUGH - Disc 2

New Yosuka Harbor
Finding Warehouse #8

As soon as you enter New Yokosuka Harbor, you'll see some thugs attempting to mug a young boy. Some of them recognize Ryo and are afraid to fight, but their leader, Goro, wants to show off and attacks. A short QTE (←, A, B) follows. Afterward, Goro happily gives Ryo directions to the warehouse district.

Warehouse #8 is easy to spot—it's got a giant "8" painted above the door—but the guards won't let you in through the main entry.

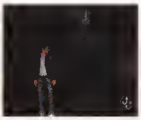
Head around to the back of the warehouse and you'll see some tall boxes with an open window above them. Push the dark orange-colored box nearby over to the stack and use it to boost up to the top and climb through the window. Once inside, follow the catwalk around to the far office; Ryo will overhear a conversation between two workers and learn that there's another Warehouse #8 on the old warehouse district.

Old #8

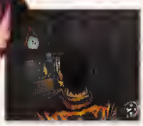
Ask around the area and you'll learn that the old warehouse district is nearby. I spoke to the girl working at the food table near the soda machine and she pointed it out for me. In fact, if you face away from the soda machine and go straight ahead, following the streets around, you'll come across it. You'll find that Tom and his mobile hot dog cart have made the journey to Yokosuka Harbor as well; the gates to the old warehouse district are just past Tom's new post. It's heavily guarded and not open to the public. Try to enter and the guard will ask you to leave. Ryo notes that he'd better wait until night to try again.

Sneaking into Old #8

Return to the entrance to the old warehouse district after dark and you'll find that the guard has gone inside the station. Approach the opening in the gate and Ryo will automatically attempt to sneak past the guard. An easy QTE (→) will prevent the guard from being alerted to Ryo's presence; now you're inside the area.



This part of the game can be frustrating if you don't know where to go. You must avoid the guards—if you step into their flashlight beams, you'll be thrown out. More importantly, you'll lose a whole day of game time as you'll try again automatically the next night. Here's the easiest way I found to make the run to Warehouse #8: As soon as the guard closest to your starting point turns his back, step out into the main corridor and dash for the junction on the right. Head down this corridor, ducking into the opening at the right if a guard is walking toward you. As soon as the guard passes, return to the corridor, continue the way you were going and turn left at the second junction. You'll see a gray door up ahead, and there may be a guard nearby—if so, wait for him to turn and walk the other way, then dash through the door. (Note: If you fail to successfully sneak into the warehouse several times, the old man you met earlier will give you a map of the area. Fail some more and he'll mark off the routes of the guards and the warehouse numbers on your map).



Inside the warehouse, there's nothing to do except examine the plate on the wooden shelf. A cutscene will automatically occur, during which Ryo meets Master Chen and his son Gui Zhang. Watch as a few important pieces of information are revealed. You'll automatically return to the Hazuki residence and sleep for the night. In the morning, you'll have a new quest written in your journal: The Phoenix Mirror is hidden somewhere on the Hazuki property and you must find it.

Searching for the Phoenix Mirror

Find Ine-san and talk to her; she'll tell you that Fuku-san is looking for you. Head out to the yard and a cutscene will automatically play. Ine-san tells Ryo that his father left an important item at the Bunkado Antique Shop in Dobuita. Go there next.

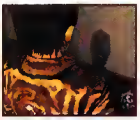
On the way into Dobuita, stop at the Shrine in Yamanose to see the kitten. This triggers another cutscene with Nozomi; you'll find that the kitten is out of her box.

The man at the antique shop gives Ryo an antique Sword Guard, but doesn't know anything about the Phoenix Mirror. (Note: The Bunkado Antique store sells several scrolls that can be used to learn new moves for Free Battle fights. This is a good point in the game to start buying these scrolls and practicing the new moves.)

Make your way home after getting the sword guard from the antique shop. In Sakuragaoka, you'll be attacked by Gui Zhang Chen and a Free Battle will ensue. Give it your all; after a couple of minutes he'll stop fighting and start a conversation with Ryo. Afterwards, continue toward home.

Once back in the yard, Fuku-san will talk to Ryo and suggest that you seek out Ine-san, who is in the altar room. Find her and she'll give you a clue about the sword guard.

Enter the dojo and use the mysterious key (the one you took from Hazuki-sensei's desk way back at the beginning of the game) on the long wooden box. You'll find a Katana, minus a hand guard, inside.



Now it's time for the single *Resident Evil*-like puzzle in the game. Move to the area of the dojo where the two scrolls are hanging on the wall. Take down the left scroll and place the sword guard in the wall indentation. Next, remove the right scroll and slide the sword into the slot in the wall. A secret door opens, which Ryo will automatically walk through.

You'll need a flashlight with working batteries to enter the basement room. You should still have one or more on hand—if not, a quick trip to the Tomato Mart will remedy the situation. Explore the basement room and you'll find these items on the shelves: Book of Matches, Stab Armor Scroll, Photo of Father (in chest), White Leaf (in a book on top of a chest) and Candles. Use the matches to light the candles as you search, or make use of a light bulb if you happened to buy one at the Tomato Mart (put the bulb in the socket located in the ceiling and flip the switch to light the room). After you've thoroughly searched the room, look around at the floor near the walls; you'll see some scuff marks that appear to have been made by one of the wooden shelving units. Stand next to the shelf and pull it back along the path of the scuffs to reveal an oddly discolored patch of wall. Grab the axe from next to the door and use it to break through the wall, revealing the Phoenix Mirror.

Another cutscene follows Ryo's acquisition of the Phoenix Mirror, after which he suggests taking the treasure to Master Chen. Use the phone in the entranceway to dial Master Chen at Warehouse #8. You'll have to give the passwords again. You'll be instructed to come to Warehouse #8. Head to the bus stop in Dobuita and make your way back to the old warehouse district. This time, the guard at the gate will give you the royal treatment and let you through without any of that "sneaking around" business like last time.

Master Chen will give you some more information about the Phoenix Mirror, after which you'll be interrupted by the game's villain, Chai, who grabs the Phoenix Mirror. A fast QTE (←) will occur as Ryo regains the Mirror. More talking ensues after the evil Chai makes his escape, then you'll automatically return home and talk to Fukusan about what you've learned. It'll be time to sleep, no matter how early you arrived at the warehouse. When Ryo gets up in the morning, he'll automatically find a bank statement on his desk, giving his bank account a cash infusion of roughly 35,000 Yen. Unless you've spent all of your money on trinkets and arcade games, this should give you a balance of between 40,000 and 48,000 Yen.

Ticket to Hong Kong

Ryo's journal seems to think that your next move is to talk to "comic relief" Fuku-san. You'll find him in his room in the main residence. Watch the wacky hijinks that ensue as Fukuhara "helps" Ryo explain his need to travel to Hong Kong to Ine-san. Now it's time to locate a ticket to Hong Kong.

Killing Time in Amihama

There are a few things to do in Amihama while you wait for dark and the opportunity to sneak into old Warehouse #8. There's a Tomato Mart, which stocks everything you've seen in the stores before as well as some new music cassettes. You can play the prize drawing here by purchasing the usual candy and chips—and the cassettes let you draw for a prize as well! Stock up on new music for Tom's radio. The store also has a small arcade, with two different dart games and a jukebox. There are also a couple of good deeds you can accomplish. Head over to Warehouse #14 and you'll see an elderly man being treated badly. Buy him a drink from the nearby vending machine and he'll be grateful. Also, the girl selling lunchboxes who pointed you to the old warehouse district has a problem with her younger sister that you can take care of; talk to her to get started on that quest.

Shenmue

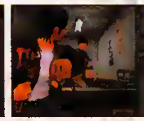
Head into Dobuita and go to Global Travel; it's right across from Tom's hot dog stand. The man inside tells you that a ticket to Hong Kong is 220,000 Yen, much more than you have. Ryo suggests returning home and talking to Fukuhara again.

You'll find Fuku-san in his room; after some talk, he gives Ryo his life savings, roughly 40,000 Yen. (Before you start thinking that Fuku-san is rich, note that 40,000 Yen is less than $400 in U.S. currency.) This still isn't enough for the airfare, so Fuku-san suggests that you return to Dobuita and talk to Nozomi at Aida Florist.

Nozomi suggests going to Hong Kong by boat. Return to Global Travel and talk to the man again. He'll tell you that they don't sell boat fares. He directs you to Asia Travel Company. He even gives you directions to find it. Head toward Happy Bear Burger and turn right. The travel agency is diagonally across from the burger stand. It turns out that they have a boat fare to Hong Kong for 79,000 Yen, which you should be able to afford. The girl tells Ryo to return in a few hours. In reality, however, you need to return the next day.

Drunken Man QTE

Around this time, as you're hanging around in Dobuita, there's a QTE (A, B, ←) with a belligerent drunkard that occurs if you run around near the bars. If you want to see a falling-down-drunk guy attack Ryo, head over there before going home for the night.



Return home to sleep, then head back to Dobuita the next morning. You should be able to go back to Asia Travel anytime after they open; you'll watch a cutscene during which Ryo gets tough with the workers after they try to give him the runaround about his ticket. The man tells Ryo that he'll call in the morning, so there's nothing to do but kill time until then.

When you return home you can seek out Fuku-san; he'll tell Ryo that Nozomi left flowers in the altar room. You can head there to watch a short cutscene with Ine-san. Praying at the altar at this point has a slightly different effect than usual. When it gets late, sleep and then get ready for the busiest day of the game so far...and the end of Disc 2.

In the morning, Fukuhara will answer the phone call from Asia Travel. Jimmy, the man from the travel agency, tells you to meet him at the arcade at 12:00. You can actually enter the arcade earlier than noon, so head there right away.

In the arcade, Ryo is attacked by the vicious hunchback Chai, who apparently wants to win favor with Lan Di by defeating Ryo and keeping him from traveling to Hong Kong. A Free Battle with Chai takes place inside the arcade. This is a tough fight, so it's good to have practiced your attacks beforehand. Remember to use the dodge button often to avoid his attacks. You can use a standing kick to knock him out of his jumping attacks. If you lose the fight, Fuku-san will interrupt and take you back home to rest for the remainder of the day. If you win, you won't lose a day and can continue your quest for the ticket right away. Whatever the outcome of the fight, your next stop is Asia Travel—one last time—to get that ticket from Jimmy.

When you try to enter Asia Travel, Jimmy will burst through the door and try to run away from you. This leads to the longest QTE yet (←, →, ←, →, ←, →, A, ←, ←, →, →, A) as Ryo gives chase. You're allowed a couple of misses on the dodging of pedestrians, but any more and you'll have to start over again from the beginning. After the long chase through the streets, Ryo catches up to Jimmy and you'll be prompted to load Disc 3.

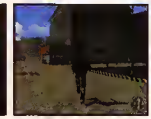
WALKTHROUGH – Disc 3

Get a Job

Disc 3 opens with Jimmy giving Ryo another clue about the Mad Angel gang. It looks like it's time to find a job in New Yokosuka Harbor in order to get close to the gang members. Catch the bus to the harbor and start looking for work.

Talk to the guard at the main gates, then to the second guard you come across; they'll lead you to either the offices or the Foreman at Warehouse #18. The building is directly opposite the main gate. Head inside and talk to the Foreman, who directs you to Warehouse #12.

Head toward Warehouse #12. As you approach, a cutscene with Goro (one of the punks you fought earlier) takes place. Goro seems more than happy to help now, as he instructs you to go to Warehouse #1 the following day at 12:00 PM.



Be outside of Warehouse #1 at 12:00 on the appointed day and you'll hear Goro's distinctive '50s rock n' roll theme song announcing his presence. Goro will talk to you and then point you toward the Alpha Trading Office, which is very close to Warehouse #1. Head over there before 2:00 and the Foreman inside will start you on the job right away.

Working on the Docks

The next section details Ryo's five-day stint as a full-time forklift operator on the harbor. These days are very different from what you've been used to up to this point in the game. First, Ryo will get up in the morning and automatically report straight to work. You'll work from 9:00 to 5:00 moving crates from drop points into various warehouses. You'll get a two-hour lunch break from 12:00 to 2:00, which begins and ends automatically. You also won't be able to leave the harbor after work until you've completed the day's events, which usually involve asking around about the Mad Angel gang or getting into some sort of trouble with the gang members. Read on for in-depth accounts of the events of each working day.

Mark, one of the other forklift operators, will teach you how to drive the forklift. Then you'll be put to work moving crates into Warehouse #3. Get used to operating the forklift and move as many crates as you can before it's time to call it quits for the day. You'll then get a paycheck and Mark will tell you to return at 9:00 AM the next day. Ask around the harbor and you'll get some information on the Mad Angel gang.

If you're still hanging around the harbor after dark, you can stop the Mad Angels from terrorizing an old man—this QTE (A, ↓, ←, →) occurs near the Alpha Trade Office at around 7:00 PM.

Moving Crates—Day One

After sleeping for the night, Ryo will automatically get up and report to work, where you discover that each workday starts with a three-lap forklift race around the harbor. Try not to hit anything, as getting hung up on obstacles costs you a lot of time backing up and restarting. Also, it's easier to navigate the tight turns from the first-person perspective, which is activated by pressing B.

After the race, Mark gives you the day's agenda and quota. You'll need to take 10 crates from the nearby stacks to Warehouse #18. If you exceed the quota, you'll get a raise.

During your lunch break, you'll get into a Free Battle with some Mad Angels members who are hassling Mark. These guys can take more of a beating than the thugs you fought in Dobuita, but there are only two of them.

During your lunch break, you'll get into a Free Battle with some Mad Angels members who are hassling Mark. These guys can take more of a beating than the thugs you fought in Dobuita, but there are only two of them.

Use the rest of your lunch break to ask around some more about the Mad Angels. At 2:00, Ryo will automatically return to finish the work day (a two-hour lunch break?!) no matter where you are in the harbor. At about 3:30, three more Mad Angels will stop you in the warehouse and try to extort money. Another Free Battle occurs, but these guys must be the Mad Angel weaklings, because they fall after just one or two good hits. After the fight, Ryo returns to work. Try to beat the quota before 5:00. If you handle the forklift well, you can easily get all of the crates to their destination.

After work, Ryo will automatically have another conversation with Goro about the Mad Angels. Goro seems scared of the gang and doesn't want to talk about them. You can spend the rest of the evening asking about the Mad Angels and also learn some new skills. At around 6:30—again near the Alpha Trading Office—you'll run into Gui Zhang; he'll offer to teach you a new move. It's a fast kick called Swallow Dive. He tells you that you'll need to practice the move a lot more before you've truly mastered the kick. Next, head over to the area outside of the Harbor Lounge. If you helped the old man earlier, he'll reward you by teaching you a new move called the Shadow Step, a quick dodge that puts you behind the opponent. He also tells you that you can practice with him in Warehouse #4.

Moving Crates—Day Two

The second day of forklift driving starts with a much longer route but a more lenient quota of eight crates for the day. During your lunch break you'll be able to talk with the other workers, then you have the freedom to explore the harbor and ask about the Mad Angels some more...but you've probably already asked everyone in the area, so my recommendation is to spend the time by running through flocks of pigeons and making them fly away. During the afternoon shift, another fight with the Mad Angels occurs. After the Free Battle (against a group of five, then a group of four), one of them gives you a clue about the Mad Angels' headquarters.

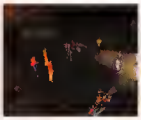
When your work is finished, you once again have some free time to hang out on the harbor. Head over to the old man and he'll teach you part two of the move he showed you yesterday—the Shadow Blade, which you can perform immediately after executing the Shadow Step. After this, follow up on the lead you got from the gang member earlier by heading over to Warehouse #17. As you approach the warehouse, you'll get a cutscene of Ryo intervening in a gang attack on Mark. This is a tough battle; some of the Mad Angels fall quickly, but the guy wearing the camo pants blocks just about everything and has some good moves. After the fight, wander back to the area near the Harbor Cafeteria. The old man will teach you another move—the Cross Charge—which he says is useful for fighting multiple opponents. Talk to him again after that and he gives you some more info on the Mad Angels. After talking to the old man, you can go home and sleep for the night.

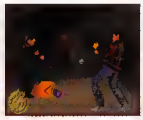
Moving Crates—Day Three

The third day starts with the usual forklift race, then it's straight off to work.

Today's route is simply day two's in reverse. You shouldn't have any problem making the quota of eight crates. At lunch, a cutscene with Nozomi automatically occurs and you'll receive a Photo of Nozomi. Talk to the other workers for some humorous conversations, then ask around about the Mad Angels some more. Goro tells you that the gang rides around the harbor at night on their motorcycles.

Battle with Charlie



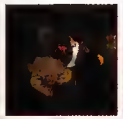


You've heard that the Mad Angels hang out near the Harbor Lounge area, so wander around there after it gets dark (around 7:00) and you'll encounter some Mad Angels on bikes. One of them is Charlie! A long QTE (→, ←, A, ←, ←, A, →, →, →, ←) takes place. This one is a little different at the end, though; both left and right arrows will flash on the screen and you need to push in the direction that the biker ahead of you goes. Watch carefully and you'll catch up to Charlie with no problems. After the chase, you'll have to fight off five gangsters, then Charlie will challenge you. Make use of your combo attacks (Punch, Punch, Punch, Kick works well here) and you shouldn't have much trouble with Charlie. After the fight, Ryo gets some startling information out of his opponent. There's nothing else to do at this point, so pack up and head for home.

Moving Crates—Day Four

The morning goes as usual: a race and then a very long forklift route from Warehouse #15 all the way to #18.

At lunch, talk to the guys and they'll all give you advice on your love life. Mark's line is the best: "It's a great thing to have a women." If you find Goro and talk to him, Ryo notes that he seems "especially happy." You'll find out why tomorrow. (Here's a hint for locating Goro if you feel like talking to him: He walks a roughly triangular route between the harbor entrance, Alpha Trade Offices, and Harbor Lounge.)



During your afternoon shift, you'll come across Goro, who appears to have been beaten badly. A thug appears and leads Ryo on a chase, which culminates with Ryo once again face-to-face with gang members. This time it's a QTE (B, A, B, A, A, B, ←, ↓, A) when they attack him, as Ryo deftly puts each of them on the ground.

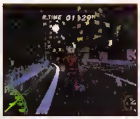
After work, Mark tells Ryo he heard something about a deal called Long Zha, which occurs between the Mad Angels and the Chinese Mafia. Look around for Mark afterwards and you'll find him standing near the water (if you're facing the Alpha Trade Office, turn right and he's straight ahead). Talk to Mark and he'll give you additional information about the Long Zha. You can ask around the harbor about Long Zha, but nobody seems to know much. Head home for the night.

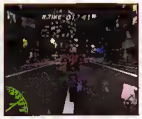
Moving Crates—Day Five

The big event of the day occurs at during the two-hour lunch break—a cutscene with Goro explains exactly why Goro's been so happy lately. Talk to the co-workers and hang out until 2:00, when it's back to the grind.

During the afternoon, Ryo spots two Mad Angel members and confronts them. This leads to another QTE (←, B, B, ←, A, ←/→, ←, ←, →, →, →, ←/→) as Ryo chases the thugs. Note that this QTE changes slightly depending on which direction you choose in the left/right sequences. Ryo collects his pay immediately after the event and goes to see Master Chen. After the cutscene, head home to get a good night's rest.

Let's Go by Motorcycle!





Ryu gets up during the night and receives a disturbing telephone call from the Mad Angels. They've kidnapped Nozomi and want Ryo to meet them at Warehouse #17 within four hours. Once in Dobuita, you'll discover that the bus to the harbor has finished running for the day. The only places that are open in Dobuita are the bars, so head over there and talk to Akimi (the perpetually drunk woman in the Yokosuka); she'll suggest you find a motorcycle. You can also pound on the door of Knocking Motorcycle Shop, where the proprietor suggests you try borrowing Naoyuki Ito's hog—he just finished tuning it up and it should run well. Ito is Ryo's pal from Sakuragaoka—he lives in the house with the motorcycle out front. If you leave Dobuita via the back alley exit next to Game YOU arcade, you'll enter Sakuragaoka directly across from Ito's house. Ito is more than happy to loan Ryo his bike. This leads to a motorcycle mini-game with Ryo racing to reach the harbor in two minutes or less. (This doesn't actually make sense, since I obtained the bike at about 1:45 AM and Ryo supposedly has until 3:30 to reach the harbor...but I digress.) As long as you keep your speed up and don't hit the side of the road too many times, you'll make it to the harbor with seconds to spare. There are no other cars on the road to worry about, so your only concern is taking the curves without losing too much speed.

Upon reaching the harbor, Ryo automatically rides through to Warehouse #17, where gang members confront him. Two Free Battles take place, and they're both pretty easy. Once again, you'll face the Mad Angel wearing the blue camouflage pants; he's your toughest opponent during these two battles. He seems susceptible to grabs and throws, though.

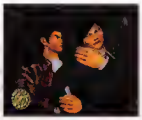
After the fights, Ryo finally meets Terry, the leader of the Mad Angels. Nozomi is handed over, on the condition that Ryo fight with Gui Zhang and cripple him. Ryo agrees, but only after Terry promises to take Ryo to Lan Di. Ryo and Nozomi return home on the hog in an extended cutscene while a touching love song plays. When control is handed back over to you, Ryo is back in his bedroom, where you'll want to get some sleep before morning.

Fired!

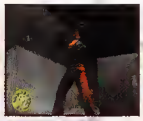
The next morning after arriving at work, the Foreman takes Ryo aside and tells him that he's been fired. After this event, Ryo notes that he should go "talk to everybody." In reality, you only need to talk to one person: your old buddy Tom.

Head over to Tom's and he'll teach you a new move—the Tornado Kick! Afterward, Tom gives Ryo some shocking news. And after this, time skips forward to 10:00 PM, when Ryo meets with the Mad Angels to keep his promise to fight Gui Zhang Chen.

The Main Event



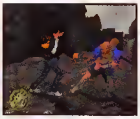
Ryo will start the battle with Gui Zhang Chen as you enter a Free Battle. This is a scripted battle, though, with certain actions happening automatically as Ryo tries to convince Chen to pretend to lose so that Terry will lead Ryo to Lan Di. Eventually, Ryo and Gui Zhang will both fall to the ground. Terry tries to capitalize on this by taking them both out with a giant pipe. A short QTE (→) occurs and this leads into the biggest Free Battle of the game—Ryo and Gui Zhang against 70 Mad Angels!

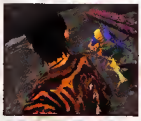


This is actually an easy fight—most of the punks fall after just a couple of hits, and Ryo's health refills automatically. In the breaks between attackers, he'll regain health quickly. There are three bosses, but the first two are not much harder to beat than the average opponent. The final (70th) Mad Angel is a different story, though. This guy is super tough. He blocks almost everything and has some devastating attacks, including a particularly nasty drop kick. Luckily, you can capitalize on the fact that Ryo regenerates health automatically. If you take too much damage, run away from him for a while to build up your life meter before attacking again. He'll go down after a good deal of punishment.

Afterward, the score with Terry is settled through an easy QTE (A). After the battle, Ryo automatically returns home to sleep for the night.

In the morning, Ryo sets out for the harbor with the intent of following Lan Di to Hong Kong. On the docks, Master Chen and his son will teach you a new move, the Swallow Flip. This is a defensive counterattack. After you learn this attack, you'll have to face Chai one last time.





Chai is just as tough as he was when you fought him in the arcade—but you have more room to move around this time. Use your new techniques, especially the Tornado Kick and Swallow Flip, keeping at him until you win. Unlike the last fight, you actually have to beat Chai now. I stood my ground and used fast punches every time he tried to attack. Quick punches and kicks will take him out of the air when he jumps in—and you can catch him off-guard with the Swallow Flip when he moves in to attack. After Chai falls, another cutscene plays, then there's a final QTE (↓, A, A, B) with Chai. Sit back and enjoy the ending.

Congratulations! You've made it through *Shenmue Chapter 1*. Are you prepared for *Chapter 2*?

HIDDEN STUFF AND BONUSES

- *Shenmue* begins on Dec. 3rd, 1986. It took me 22 game days to complete the game on my first time through, and approximately 20 hours of playing time. My game ended on Dec. 25th.
- Beating the game allows you to replay the 70-Man Battle from the title screen any time you want. This time you won't have Gui Zhang to help you out and you'll be timed.
- Trying to collect all of the prizes from the vending machines? Be sure to check the machines located in different areas of the game—they each have unique prizes you won't find anywhere else.

SHENMUE PASSPORT DISC

The fourth disc included with *Shenmue* is called the *Shenmue* Passport. This disc connects you to the Internet and allows you to view an incredible amount of information on just about everything in the *Shenmue* world. You can read biographic data about every single character in the game, get detailed information on all of the shops and locations and even trade your collectibles for Passport-only prizes. The most astonishing thing about Passport (for me, at least) is the fact that you can use it to check the status of your current game, and it will give you the most comprehensive list of figures I have ever seen in a video game. You'll be able to track how many times you've played the different mini-games, what your current goal is, your percentages in QTE and Free Battles, the number of people you've spoken to, how many times you've used the Help button...even wacky stats like the number of times you bumped into a wall!

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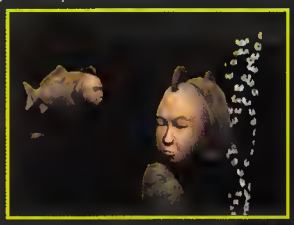
Attractive human and aquatic hybrid creature looking for a compassionate, caring, well-spoken and out-going individual to share intimate conversations with and moonlight rendezvous by the fish tank. Must be an avid videogame player, a good cook, and love watching movies like Splash and Free Willy. Sense of humor a plus.

Are you tired of playing the same boring videogames with similar plots and repetitive gameplay? If so, pick up a copy of Sega's new innovative game "Seaman," and you'll be moving in with a highly eccentric, off-the-wall man-fish. If you fit the description or meet any of the criteria listed above, you're a perfect match for Seaman. He's not too picky so long as you feed him daily. Developed by Sega, "Seaman" is a highly creative interactive game that allows players to speak with Seaman in real-time via a revolutionary microphone peripheral. Players are challenged to raise Seaman by interacting with him, feeding him, and controlling the environment of his tank to meet his needs. Neglect him and you'll be face to face with a man-fish with an attitude and a lot of spunk.

Seaman continually evolves throughout the game and can become your friend or foe depending on how you raise him. He can be quite moody if mistreated and his responses will reflect his true feelings. He's not afraid to say what he's thinking. You'll hear phrases like "Pipe down youngster, or I'll give you a slap," or "I'm so mad, I could shoot poison arrow frogs from my bottom," if you catch a glimpse of his bad side. He's also an intelligent creature and will recall past conversations and events so be weary of what you say.



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Dreamcast™

TEEN T CONTENT RATED BY ESRB

SMUGGLER'S RUN

by Ara Shirinian

Developed by Angel Studios, *Smuggler's Run* is arguably one of the best new games for the PlayStation 2. Its claim to fame is a vast world of seemingly unending terrain that you can explore. Thanks to the muscle of the PS2, the graphics engine draws detail further out toward the horizon line than any other console game has ever done before! In this strategy, I'll give you some general driving strategies, secret codes and exclusive terrain maps.

SMUGGLING BASICS

The key to completing missions in *Smuggler's Run* is understanding how your vehicle interacts with its environment. You'll have to make the same decision over and over: Should you drive to your goal the long way around (which usually involves terrain that's easy to traverse) or should you get there the short way (which usually involves terrain that's difficult to traverse)? In every mission the answer to this question will be different and you'll have to learn to recognize where the optimal route is. Your vehicle also determines what kind of terrain you can handle. For example, the Massive Truck can power up steep hills that are totally inaccessible to the Buggy. Remember, the fastest route between two points in this game is often not a straight line.

TERRAIN

Fighting against the police and rival smugglers is bad enough, but sometimes it seems like you're fighting the terrain itself! For all vehicles, the way they interact with the shape of the ground is often unpredictable and frustrating. You might be zooming along at 100 mph on a flat plain, only to be thrown spinning into the air by some tiny bump or obstacle that you didn't see. Or you might just run over a small cactus plant and lose half of your speed. The first rule is that running into obstacles like rocks and cacti will hurt much more than you expect them to. Don't try to power through these obstacles, no matter how much you may want to. The same goes for things like telephone poles, trees and some signs. You can't run through those no matter how fast you're going. On the other hand, things like bushes, fences, animals and people can be run over without losing significant speed. The second rule is that you should always choose the smoothest path in front of you. Abrupt changes in terrain height will do three really bad things: They will cause damage to your vehicle, they will slow you down and they will increase the probability of your vehicle tipping over. If you see that you're heading toward this kind of difficult terrain, change your direction. Although it's a good idea to try out new routes during a mission, you'll quickly find yourself stuck in a painful, painful place if you're too stubborn about taking the shortest route possible.

POLICE

If you've played *Driver*, you'll already be familiar with these guys. However, the cops are much more aggressive in *Smuggler's Run*. No matter which vehicle you're using, they can outperform you in all respects. Once a cop is on your tail, at best you can only elude him temporarily. Even if he drives off a steep cliff, runs into a tree or rolls over, 90% of the time he'll bounce right back. There is always a chance that your pursuer will get stuck for more than a brief moment, but there's no repeatable strategy you can use to ensure this. However, you can drive in a certain way to increase the probability of it occurring. For example, cops are terrible at driving through areas that are densely populated with obstacles, like forests. One other thing that cops are poor at is braking. In fact, they almost never brake. They always go as fast as possible, irrespective of their surroundings. What's more, they'll *pass* you if you brake for a moment (provided they are not directly behind you). They'll even continue to drive ahead of you before realizing that you're not in front of them anymore. Since the cops don't react to the terrain, try stopping just short of a cliff ledge when they are chasing you—they'll all drive into the valley below!

The worst possible scenario is when there is a police car directly behind you. If the cop decides to accelerate, he will push you forward; it will be impossible to stop and difficult to steer. If there is more than one cop in this kind of situation, that's extra-bad, because you will usually end up getting boxed in. If that happens, you won't be able to steer or brake! Alternatively, if the cop who's tailing you hits your rear at a sufficiently high speed, he will actually go *under* your vehicle! Again, there's nothing much you can do to save yourself once the situation develops. You're just going to have to depend on luck!

SUMMARY: POLICE BEHAVIOR

- Always drives at the maximum speed possible, regardless of the situation.
- Always attempts to drive straight into your vehicle, regardless of the situation.
- Acceleration, cornering, top speed performance is better than your vehicle.
- Is aware of your position and orientation.
- Is not aware of height differences in terrain.
- Cannot effectively maneuver around dense groups of obstacles.
- Gets confused if you're behind him.

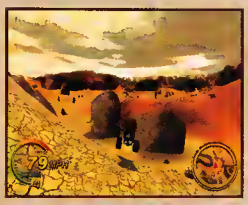
GAME PROGRESSION

When you first begin, you'll only be able to access the SUV and the Buggy. As you complete missions, you'll gain access to more powerful vehicles. The sequence of missions in *Smuggler's Run* is linear, so you'll have to clear each one before moving on to the next.

Clear this Mission...	To unlock these vehicles...
13	Trophy Truck, Rally Car
24	Massive Truck, Military Vehicle

HILL CLIMBING

There is another way to tackle steep hills apart from the "go fast and pray" strategy. Even if the hill seems super-steep, try climbing it at a small diagonal instead of parallel with the incline; you won't lose as much speed and you won't need as much torque to get you to the top. However, if your angle is too great, the tires won't have enough grip to keep you in place. In general, unless you're sure you have enough power to make it all the way up, driving up hills in this way will help more than you think. If you get stuck while climbing a hill and you're almost at the top, try turning your wheels to the right and left, alternating every second or so. You may be able to squeeze a little bit further up the incline if you do this.



It's not always the best idea to just drive up a hill as fast as possible. If you're climbing a hill too fast, you might catch varying degrees of air when you reach its crest. It looks cool and it's quite dramatic. However, unless you know what's beyond the hill and where you're going to land, jumping into the air is something you should minimize, since you can't control where you might land after the short flight. While your vehicle is airborne you can adjust the pitch of its orientation by holding down ○. Ideally, you should attempt to land so that all four tires touch the ground at exactly the same time.

HILL DESCENDING

Going straight down a hill that's too steep is a definite no-no. If you do this, your vehicle will tip over. Some of the same strategies used for climbing hills also apply when you're traveling in the opposite direction. You can descend a steep hill at a small angle more safely than if you just went straight down.

SECRET CODES!

At any time during gameplay, press START to pause, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press START again to resume gameplay.

Invisibility
The cop cars will still be able to see you, but your friends won't!
R1, L1, L1, R2, L1, L1, L2

Speed Up
This code will increase the speed of the game. You may enter this repeatedly up to three times for an increased effect.
R1, L1, L2, R2, Right, Right, Right

Speed Down
This code will decrease the speed of the game. You may enter this repeatedly up to three times for an increased effect.
R2, L2, L1, R1, Left, Left, Left

Real World Gravity
This code will change the gravitational force to that of Earth. Normal gravity in the game is actually twice what we experience!
L1, R1, R1, L2, R2, R2

Wizard of Oz Mode
This code will cause any ambient vehicles you hit to have zero gravity. Watch them float away!
R1, R2, R1, R2, Up, Up, Up

VEHICLE CATALOG

Here's a list of all the vehicles in the game along with my comments for each. Each attribute rating is on a 1 to 5 scale. The "Strength" attribute represents how much damage a vehicle can take before the engine stalls. Also, the "Handling" attribute may be misleading. Vehicles with poor handling are more stable and are actually easier to drive. In this game, vehicles with good handling tend to have severe oversteer and are more difficult to control, even though they may be able to corner more sharply. In the context of the game, acceleration and strength are the most important attributes. Top speed is only important in some missions, while handling is the least important of all.

BUGGY

Top Speed	3 (127 mph)
Acceleration	4
Handling	4
Strength	2

The Buggy is your vehicle of choice for missions in the first third of the game. It's lighter, faster and more maneuverable than the SUV. If you cannot complete a mission because you keep running out of time, try the Buggy.

SUV

Top Speed	2 (120 mph)
Acceleration	2
Handling	3
Strength	4

If you find that you cannot complete a mission because you keep getting arrested, try the SUV. It's much slower than the Buggy, but it can sustain a lot more damage and it's more stable.

TROPHY TRUCK

Top Speed	3 (127 mph)
Acceleration	4
Handling	3
Strength	3

The performance of this vehicle combines the best features of the Buggy and SUV. You should use this one for the majority of the second third of the game.

RALLY CAR

Top Speed	5 (133 mph)
Acceleration	4
Handling	5
Strength	1

This powerful car is the fastest of all the vehicles, but it reacts so violently to the smallest dips and bumps that it's not worth using at all. Even though it's really fast, you seem to end up wasting more time than usual just trying to keep it pointed in the direction you want to go.

MASSIVE TRUCK

Top Speed	1 (117 mph)
Acceleration	5
Handling	1
Strength	5

Here is the best overall vehicle. It should be your choice for the final third of the game. It's got immense torque that lets you power over rough terrain that would be impassable for the other vehicles. It's really tall so you have to be especially careful to avoid tipping over.

MILITARY VEHICLE

Top Speed	4 (126 mph)
Acceleration	2
Handling	2
Strength	4

This vehicle would be great if you had access to it in the first half of the game. Unfortunately, by the time it's unlocked, its performance is only average compared to your other choices.

PlayStation 2 strategy

PlayStation 2 strategy

MAPS

Smuggler's Run takes place in three areas: Forest, Desert and Snow. You'll be in the Forest for Missions 1 through 13, in the Desert for Missions 14 through 24 and in the Snow for Missions 25 through 34. The Forest and Snow areas are actually the exact same terrain; the only difference is that you'll be able to drive over frozen lakes and the ground will be more slippery in the Snow. Here are maps of the Forest and Desert regions, with some points of interest for each.

1. Wasserman Lake
2. Eubanks Mountain
3. Town of Fredrickson
4. North Village
5. Centerville
6. Eastwood Village
7. Rattlesnake Road
8. Davies Gold Mine
9. Campground

FOREST

DESERT

Interview with Alan Wasserman of Angel Studios

Alan Wasserman is the producer of *Smuggler's Run*. We got a chance to briefly speak with him about the game.

T&T: The gameplay in much of Smuggler's Run seems similar to that of the Driver series. Did you examine that game or any others specifically while Smuggler's was being designed? How did the idea for this game come about?

Alan Wasserman. *Driver*? [grinning] Actually I had only briefly played the game prior to coming to Angel Studios, and never really went back to it. This is not to say it's not a great game, but personally I'm not the biggest driving game fan out there. This fact probably has a lot to do with the success of the game, since we weren't out to make just another racing game or try to emulate someone else's game. So the team set out to make something different that we—and hopefully a few million others—would want to play. Trying to be like other games was the furthest thing from our minds.

In terms of the core idea for *Smuggler's Run*, it came out of a brainstorming session where the team was trying to come up with an off-road driving game concept that would mesh with our physics engine, Traxx (our vast world building tool) and [publisher] Rockstar's "Bad Boy" image.

T&T: What was the most difficult part of developing this game, technical or otherwise?

A.W.: Developing a new game from scratch is always a daunting task. But when you combine the technical unknowns of working on a completely new platform (even one that is as powerful as the PS2), delays in getting development hardware and a tight schedule, it's hard to point to just one. Fortunately, we have a very talented group of individuals that made [development] a relative walk in the park. There were a LOT of great ideas that just couldn't make their way into *Smuggler's Run*. But don't worry...we wrote them all down, so you never know when they might find their way into another game.

T&T: Such as...?

A.W.: If I told you what they are, then we'd have to kill you. But let's just say our current mantra is "Polish, Depth and Danger!"

T&T: The cactus plants in the desert area seem really tough to drive over. Are cacti really that hard in real life?

A.W.: I don't know. I'll have to go out into the local desert and give it a try. Can I send you the repair bill? Actually, the amount of mass, elasticity and force needed to break the cactus (or any other in game object) had more to do with game tuning and making the game fun. Since the desert level is a bit more open than the others, we wanted to make sure there were enough obstacles that affect and add to gameplay. This requires that the player build up their skill set as they advance through the game; having objects like the cactus that take a bit of force to drive through adds to this.

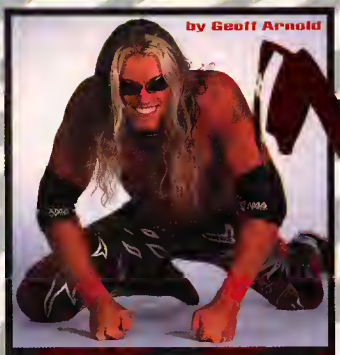
T&T: Have you heard of any complaints to Rockstar or Angel about being able to drive over animals and people in the game?

A.W.: Actually, yes. The first one came from my four and seven year olds when I accidentally hit a deer while driving around in Joyriding mode. Both of them [said], "DADDY! You just hit Bambi!" Another example came from a reporter doing a piece on the game, who—after hitting a person—was a bit "concerned." Of course, he spent the next 10 minutes hitting every person and animal he could find, laughing with glee and calling over his colleagues to see, all the while with a BIG grin on his face.

However, I think the heart of your question is aimed at violence in video games. To that point I think it's important that parents take full responsibility for what they let their kids play. Personally, as a parent I don't think some of the voice-over work in the game is appropriate for young kids, so there's an option to keep it turned off. In hindsight, even though we don't ever kill or permanently hurt any of the animals or pedestrians—there's no blood and they always pop right back up—I'd consider adding an option to just turn them off as well if desired. As it is now, they're in the game to add a bit of levity and life to the environments; it's done in a very non-realistic manner.

T&T: What's next for Angel Studios? Are there any projects in the works that you can tell us about?

A.W.: We have a full slate of products—and not all driving games—on multiple platforms, keeping everyone busy. As of today the only announced project that I can mention is the upcoming *Test Drive Off-Road: Wide Open* that is to be published by Infogrames. But there should be some real interesting news very soon.



by Geoff Arnold

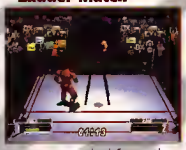
Over the past few years, several companies have tried to capture the realism of wrestling on several different game platforms, often resulting in mediocre games with a lack of moves, poor or slow gameplay and sub-par graphics. Fortunately for WWF fans, THQ has established itself as the undisputed king of wrestling titles with gems like the #1 selling wrestling game of all time, *Wrestlemania 2000*. Continuing to uphold these high standards, THQ and developer Asmik Entertainment are back with their latest gift, *WWF: No Mercy*. With revamped graphics, better music and an arsenal of moves that will take you the better part of a month to master, this cart will keep players entertained well into the new year. Can you smell what THQ is cookin'?

WWF No Mercy

What's New?

Although most of the features and characters' moves are taken directly from *Wrestlemania 2000*, *No Mercy* showcases many new and interesting items and events. And with so much drama going on in the WWF from week to week, it's gotta be tough for any game creator to keep up with the changes! Surprisingly, the WWF's current superstar lineup is represented; everyone from The Rock to Too Cool to Trish Stratus is here. The game also contains more secrets than *Wrestlemania 2000*, with a roster of over 65 wrestlers (including secret characters). Even veteran players will find themselves challenged by the sheer number of man hours it takes to earn enough money to buy a secret character such as the Ho. There are also new rings to fight in and new matches, including the following:

• Ladder Match



Usually seen only when a title is on the line, the Ladder Match finds the championship belt literally locked in a briefcase and tied to a rope suspended from the ceiling in the center of the ring. The idea is to pick up one of the ladders that are randomly scattered near the ring, haul it inside and use it to climb up to the suspended prize. Whoever grabs the belt first is the winner! The key to winning a ladder match lies in the positioning of the ladder. The apex of the ladder must be directly under the shadow of the suspended belt, otherwise you will not be able to grab the title. As soon as you make it to the top of the ladder, press the A button as quickly as possible to grab the briefcase. The ladder match becomes a little bit more interesting at the harder difficulty settings because the computer-controlled wrestlers rarely give you a chance to get close to the ladder. If you beat your opponent with the ladder for a bit, toss him or her outside of the ring, then climb the ladder as quickly as possible, you might be able to grab the briefcase before your foe makes it back in the ring.

• Guest Referee Match

Ever wanted the chance to be a referee? Now you can pick any wrestler and have him or her be the special guest referee for any match, title or non-title. Most characters even have special guest referee uniforms which make them look right for the part. As the referee, you can taunt, interfere with the match by beating on any person in the ring at any time or even perform the count by pressing the C button when someone has been pinned. To top it all off, you can give the edge to a friend by controlling how fast you perform the three count. or by simply choosing not to count at all!

• Ironman Match

The Ironman Match is a test of pure will and finger stamina. Battle it out with your favorite superstar for an hour, earning points to decide who wins at the end of it all. You get points for pinfalls and count outs, so try to pin your opponent as many times as you can in succession for easy points.

Outside the Ring

Beating your opponents into a bloody pulp inside the ring is as fun as ever, but in *No Mercy* you can also drag them outside of the ring and into the wings for a little back room action. Besides the obvious choice of fighting in hallways and parking lots, you can even drag opponents into one of several side rooms for a true hardcore-style match. As Jerry "The King" would say, *"Woo-hoo!"*

The Lineup

Each wrestler in *WWF: No Mercy* has his or her own unique moves as well as several finishing moves that are available when you're "pumped up." Having the ability to go toe-to-toe with an opponent is important—especially when playing through a long event such as a Royal Rumble—but there are also times when showboating and performing special finishing moves are almost a necessity. Not only does each character have a "trademark" finishing move, but these moves can be devastating to an opponent's health meter, giving you the edge and allowing you to turn the tide of a match almost instantly. Although not all characters' finishing moves are shown on the following pages, each character does have one or two trademark finishing moves that will be listed. Note: Some finishing moves can be performed at any time during a match, but most of them can only be done when your Attitude Meter is flashing on "Special," the latter are identified in the moves lists by a Ⓟ symbol.

The Rock

Height: 6'5"
Weight: 275 lbs.

Finishing Moves:

Ⓟ **Rock Bottom**
Perform a strong grapple, then tap the analog stick.

Ⓟ **The People's Elbow**
Knock your opponent down, make sure they are face up, stand next to the opponent's head and press A. As Rock runs toward the ropes, hold the C▼ button to hop over the opponent and bounce off the opposite ropes. Press the B button near your opponent to drop the Elbow.

Triple H

Height: 6'4"
Weight: 246 lbs.

Finishing Moves:

Ⓟ **Pedigree**
Perform a strong grapple, then tap the analog stick.

Chin Breaker
Toss your opponent into the ropes, then run toward them (by bouncing off of the opposite ropes or just use the C▼ button) and hit your A button when in close.

Stone Cold Steve Austin

Height: 6'2"
Weight: 252 lbs.

Finishing Moves:

Ⓟ **Stone Cold Stunner**
Perform a strong grapple, then tap the analog stick.

Ⓟ **Mudhole Stomping**
Toss your opponent into the turnbuckle, perform a strong grapple, then tap the analog stick.

Undertaker

Height: 6'10"
Weight: 328 lbs.

Finishing Moves:

Chokeslam from Hell
Perform a strong grapple, then press Up + B.

Ⓟ **Last Ride**
Perform a strong grapple, then tap the analog stick.

Kane

Height: 7'0"
Weight: 326 lbs.

Finishing Moves:

Kane' Diving Lariat
Stand near your opponent and climb the corner turnbuckle to have Kane leap off and perform this maneuver.

Ⓟ **Tombstone Piledriver**
Perform a strong grapple, then tap the analog stick.

Mankind

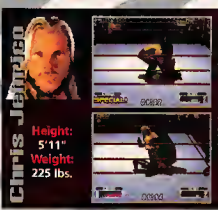
Height: 6'2"
Weight: 287 lbs.

Finishing Moves:

Double Arm DDT
Perform a strong grapple, then press Left + B or Right + B.

Ⓟ **Mandible Claw**
Perform a strong grapple, then tap the analog stick to shove Mr. Socko into your opponent's mouth.

Chris Jericho



Height: 5'11"
Weight: 225 lbs.

Finishing Moves:

Ⓟ **Jericho Powerbomb**
Perform a strong grapple, then tap the analog stick.

Ⓟ **Wells of Jericho**
Stand near a fallen opponent's feet and press the A button.

Kurt Angle

Height: 6'2"
Weight: 220 lbs.

Finishing Moves:

Underhook Belly-to-Belly Suplex
Perform a strong grapple and tap the B button.

Ⓟ **Olympic Slam**
Perform a strong grapple, then tap the analog stick.

Chris Benoit

Height: 5'10"
Weight: 220 lbs.

Finishing Moves:

Ⓟ **Multiple German Suplex**
Perform a strong grapple from behind your opponent (or perform a strong grapple and tap the L button to turn the opponent around), then tap the analog stick.

Ⓟ **Crippler Crossface**
Stand near the head of a fallen opponent, make sure the opponent is face down, then tap the A button.

Rikishi

Height: 6'1"
Weight: 401 lbs.

Finishing Moves:

Ⓟ **Rikishi Driver**
Perform a strong grapple, then tap the analog stick.

Ⓟ **Stink Face**
Toss your opponent into the corner turnbuckle, perform a strong grapple, then tap the analog stick.

Scotty Too Hotty

Height: 5'9"
Weight: 209 lbs.

Finishing Moves:
Two Handed Facebuster
When your opponent is dazed, perform a weak grapple and tap the L button to turn them around. Now run toward them and hit the A button in close.

The WORM
Taunt your opponent when he or she is down to go into the WORM dance, then hit the B button at the end of the taunt.

Grand Master Sexay

Height: 5'10"
Weight: 513 lbs.

Finishing Moves:
Powerbomb Pin
Perform a strong grapple, then tap the analog stick.

Full Nelson Face Drop
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

Bub Bub Ray Dudley

Height: 6'4"
Weight: 275 lbs.

Finishing Moves:
Dudley Atomic Drop
Perform a strong grapple, tap the L button to turn your opponent around and press the B button.

Turn Neckbreaker
Toss your opponent into the corner turnbuckle, perform a strong grapple, then tap the analog stick.

Jeff Hardy

Height: 6'1"
Weight: 222 lbs.

Finishing Moves:
Twist of Fate
Perform a strong grapple, then tap the analog stick.

Swanton Bomb
Climb the corner turnbuckle to have Jeff automatically perform this high-flying move.

Edge

Height: 6'4"
Weight: 240 lbs.

Finishing Moves:
Downward Spiral
Perform a strong grapple, then tap the analog stick

Electric Chair Drop
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

D-Von Dudley

Height: 6'2"
Weight: 240 lbs.

Finishing Moves:
Super Snap Powerbomb
Perform a strong grapple, then tap the analog stick.

Cyclone Forearm
Toss your opponent into the ropes, then press the B button when they get close to drop this devastating clothesline.

Matt Hardy

Height: 6'1"
Weight: 227 lbs.

Finishing Moves:
Twist of Fate
Perform a strong grapple, then tap the analog stick.

Sleeper Drop
Perform a strong grapple, use the L button to turn your opponent around, then tap the analog stick.

Christian

Height: 5'10"
Weight: 215 lbs.

Finishing Moves:
Powerbomb to Facebuster
Perform a strong grapple, then tap the analog stick.

Impaler
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

Tazz

Height: 5'9"
Weight: 240 lbs.

Finishing Moves:
Tazzplex
Perform a strong grapple, then tap the analog stick

Tazzmission
Perform a strong grapple, press the L button to turn your opponent around, then tap the analog stick.

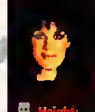
Eddie Guerrero

Height: 5'8"
Weight: 220 lbs.

Finishing Moves:
Super Hurricane Rana
Toss your opponent into the corner turnbuckle, perform a strong grapple, then tap the analog stick to do Latino Heat's finishing Luchador move.

Frog Splash
Make sure your opponent is downed but facing up, then have Eddie climb the corner turnbuckle to automatically perform this move.

Chyna



Height: ???
Weight: ???

Finishing Moves:
Chyna Handspring Elbow
Toss your opponent into the corner turnbuckle, take a few steps back, then run at him or her and tap the B button when close.

Jeckknife Powerbomb
Perform a strong grapple, then tap the analog stick to do the 8th Wonder of the World's finishing move.

Faarooq

Height: 6'2"
Weight: 270 lbs.

Finishing Moves:
Dominator
Perform a strong grapple, then tap the analog stick.

Samoan Drop
Toss your opponent into the corner turnbuckle, perform a strong grapple, then tap the analog stick.

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TEEN T Content Rated by ESRB Animated Violence

Bradshaw

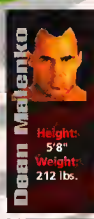
Height: 6'6"
Weight: 290 lbs.

Finishing Moves:

Fallaway Slam
Perform a strong grapple and press Left + A or Right + A to do this delayed slam.

Clothesline From Hell
Toss your opponent into the corner turnbuckle, back up a few steps, then run at him or her and press A + B when close.

Dean Malenko



Height: 5'8"
Weight: 212 lbs.

Finishing Moves:

Tiger Driver with Pin
Perform a strong grapple, then tap the analog stick.

Texas Cloverleaf
Make sure your opponent is downed but facing up, move near his or her legs and press the A button to do Malenko's signature submission move.

X-Pac

Height: 6'0"
Weight: 212 lbs.

Finishing Moves:

X Factor
Perform a strong grapple, then tap the analog stick.

Bronco Buster
Toss your opponent into the corner, perform a strong grapple, then tap the analog stick.

Road Dogg

Height: 6'2"
Weight: 236 lbs.

Finishing Moves:

Shake Rattle and Roll
Perform a strong grapple, then tap the analog stick.

Pump Handle Buster
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

Mr. Ass

Height: 6'4"
Weight: 270 lbs.

Finishing Moves:

FameAsser
Perform a strong grapple, then tap the analog stick.

Abdominal Stretch Pin
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

Steven Richards

Height: 6'3"
Weight: 238 lbs.

Finishing Moves:

The Morality Check
Perform a strong grapple, then tap the analog stick.

Full Nelson Driver
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

Bull Buchanan

Height: 7'0"
Weight: 297 lbs.

Finishing Moves:

Censor Kick
Perform a strong grapple, then tap the analog stick.

Back Side Slam
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

Godfather/Goodfather

Height: 6'6"
Weight: 320 lbs.

Finishing Moves:

Pimp Leg Drop
Make sure your opponent is downed but facing up and press the B button near his or her head.

Super Death Valley Driver
Toss your opponent into the corner turnbuckle, perform a strong grapple, then tap the analog stick.

Val Venis

Height: 6'2"
Weight: 240 lbs.

Finishing Moves:

Running Knee Strike
Perform a strong grapple, then press Left + A or Right + A.

Blue Thunder Pin
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

Tazz

Height: 7'0"
Weight: 287 lbs.

Finishing Moves:

Double Chokelift Slam
Perform a strong grapple, then tap the analog stick.

Pump Handle Slam
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

Albert

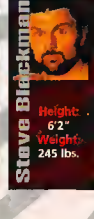
Height: 6'6"
Weight: 325 lbs.

Finishing Moves:

Walking Side Slam
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

Double Chokelift Slam
Perform a strong grapple, then tap the analog stick.

Steve Blackman



Height: 6'2"
Weight: 245 lbs.

Finishing Moves:

Jumping Karate Kick
Toss your opponent into the ropes, then immediately turn around and fling yourself into the opposite ropes. As your opponent runs toward you, hold A + B to do the kick.

Butterfly Lock
Perform a strong grapple, then tap the analog stick.

Al Snow

Height: 6'0"
Weight: 234 lbs.

Finishing Moves:
Snow Plow
Perform a strong grapple, then tap the analog stick.

Back Flip Splash
When your opponent is lying on the ground, simply climb the corner turnbuckle to automatically perform this move.

Taka Michinoku/Funaki

Height: 5'10"/5'9"
Weight: 187 lbs./194 lbs.

Finishing Moves:
Michinoku Driver
Perform a strong grapple, then tap the analog stick.

Diamond Dust
Toss your opponent into the corner turnbuckle, perform a strong grapple, then tap the analog stick to break your opponent's jaw with the Diamond Dust.

Hardcore Holly

Height: 6'1"
Weight: 242 lbs.

Finishing Moves:
Falcon Arrow
Perform a strong grapple, then tap the analog stick.

Powerbomb Pin
Perform a strong grapple, then press Down + B.

Crash Holly

Height: 6'6"
Weight: 400 lbs.

Finishing Moves:
Jump Swinging DDT
Perform a strong grapple, then tap the analog stick.

Frankensteiner with Kiss
Toss your opponent into the corner turnbuckle, perform a strong grapple, then tap the analog stick.

Parry Saturn

Height: 5'10"
Weight: 234 lbs.

Finishing Moves:
Death Valley Driver
Perform a strong grapple, then press Up + B.

Rings of Saturn
When your opponent is lying face down, move near his or her head and press A to make them submit with Saturn's trademark move.

Essa Rios

Height: 5'10"
Weight: 195 lbs.

Finishing Moves:
Rios Driver
Perform a strong grapple, then tap the analog stick.

Dragon Rana
Toss your opponent into the corner turnbuckle, perform a strong grapple, then tap the analog stick.

D'Lo Brown

Height: 6'3"
Weight: 286 lbs.

Finishing Moves:
Sky High
Perform a strong grapple, then tap the analog stick.

Low Down
Climb the top turnbuckle when your opponent is down and D'Lo will automatically execute this maneuver.

Mark Henry

Height: 6'1"
Weight: 400 lbs.

Finishing Moves:
Front Powerslam
Perform a strong grapple, then tap the analog stick.

Tilt A Whirl Sideslam
Perform a strong grapple, then toss your opponent into the ropes and hold the A button when they get near.

Big Boss Man

Height: 6'6"
Weight: 315 lbs.

Finishing Moves:
Two Handed Chokeslam
Perform a strong grapple, then tap the analog stick.

Boss Man Slam
Toss your opponent into the ropes and tap the analog stick when they get near.

British Bulldog

Height: 6'3"
Weight: 270 lbs.

Finishing Moves:
Powerslam
Perform a strong grapple, then tap the analog stick.

Snap Powerbomb
Perform a strong grapple and push Down + B.

Viscera

Height: 6'6"
Weight: 554 lbs.

Finishing Moves:
Super Powerbomb Pin
Perform a strong grapple, then tap the analog stick.

Thump
Toss your opponent into the corner turnbuckle, perform a strong grapple, then tap the B button.

Stephanie McMahon

Height: ???
Weight: ???

Finishing Moves:
Stephanie Slap
Perform a strong grapple, then tap the analog stick.

Tornado Back Breaker
Perform a strong grapple, then toss your opponent into the ropes and hold down the A button when they get close.

Tori

Height: ???
Weight: ???

Finishing Moves:

Big Swing
Perform a strong grapple, then tap the analog stick to give your opponent a ride.

Bronco Buster
Toss your opponent into the corner turnbuckle, perform a strong grapple, then tap the analog stick.

Trish Stratus

Height: ???
Weight: ???

Finishing Moves:

Stephanie Slap
Perform a strong grapple, then tap the analog stick.

Super Brainbuster
Toss your opponent into the corner, perform a strong grapple, then tap the analog stick.

The Kat

Height: ???
Weight: ???

Finishing Moves:

Super Knee Strike
Perform a strong grapple, then tap the analog stick.

Stomp and Choke
Toss your opponent into the corner turnbuckle, perform a weak grapple, then tap the B button.

Terri/Debra

Height: ???
Weight: ???

Finishing Moves:

Figure 4 Combo Pin
Perform a strong grapple, then tap the analog stick.

Tiger Driver with Pin
Perform a strong grapple, then press Down + B.

Lita

Height: ???
Weight: ???

Finishing Moves:

Twist of Fate
Perform a strong grapple, then tap the analog stick.

Head Scissor Takedown
Run at your opponent and tap the A button to grab them with the Takedown.

Ivory/Jaqueline

Height: ???
Weight: ???

Finishing Moves:

Octopus Stretch
Perform a strong grapple, turn your opponent around with the L button, then tap the analog stick.

Bow and Arrow Lock
When your opponent is face down on the mat, stand next to his or her feet and hit the A button.

Secrets

In addition to the 55 or so initial playable characters, there are also 12 hidden characters in the game. There are two ways to unlock these characters, neither of which is very easy. You must play through the single-player mode and fight against one of the hidden characters first. In order to play as that character, you must play through and win one of the championship belts—or you can earn enough money to contract the player through the Smackdown Mall. There are also new rings to wrestle in and even secret weapons, costumes and special moves that you can buy as you progress through the single-player mode. Everything costs a certain amount of money, of course, which you can earn by playing through the game in single-player mode; the prices range from a $500 painted mask to a $500,000 character like The Ho. See if you can unlock all of the hidden characters or even build yourself a Superstar with the money that you make from wrestling!

WHO SAID FANTASIES HAD TO BE FINAL?

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— GAMER'S REPUBLIC

A young magician is sent by his King to investigate the strange happenings on the Island of No Return. Armed with his sword and his natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive. Legend has it that magical powers are at rest on this island. It is inhabited by numerous beasts, enormous dragons, and magical items that were supposed to be buried long ago. As Cain, the player must solve several baffling scenarios whilst keeping his hide intact in his search for the ultimate magic ring.

- Enhanced polygon graphics of giant dragons and enemies in a completely 3D world.
- Real time atmospheric effects include time of day and weather FX.
- Collect multiple magic rings to build an arsenal of offensive and defensive spells.
- First-person perspective in an RPG adventure where your combat skills will rely more on magic than swordplay.

Terrifying monsters inhabit the island of No Return

Gather magic rings to cast devastating spells

First-person view requires precise combat skills

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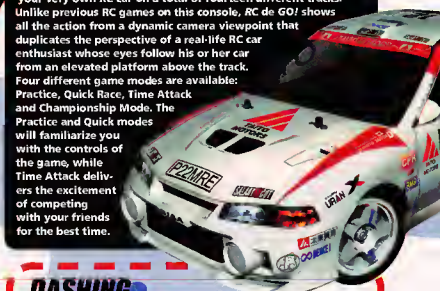
RC de GO!

by Rich Krupa

Converted from the little-known Japanese arcade machine, Taito's *RC de GO!* attempts to simulate the experience of remote control car racing in the same vein as the company's *Densha de GO!* and *Jet de GO!* (which put you in the shoes of a passenger train conductor and commercial airline pilot, respectively). It's the first console game in the series to be released in North America—and our hat is off to Acclaim for releasing it here without heavy-handed attempts to "Americanize" the game or its title. In this PlayStation version, you build and race your very own RC car on a total of fourteen different tracks. Unlike previous RC games on this console, *RC de GO!* shows all the action from a dynamic camera viewpoint that duplicates the perspective of a real-life RC car enthusiast whose eyes follow his or her car from an elevated platform above the track. Four different game modes are available: Practice, Quick Race, Time Attack and Championship Mode. The Practice and Quick modes will familiarize you with the controls of the game, while Time Attack delivers the excitement of competing with your friends for the best time.



PRACTICE MODE

In the practice mode you will have to complete four steps within a given time limit.

1) When you start, eight arrows will surround your car. When an arrow lights up, move your car in that direction. You have sixteen seconds to earn twelve points for a perfect score.

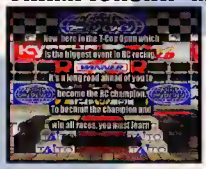
2) In the second step, you have 21 seconds to accelerate and stop on eight STOP markers to receive a perfect score.

3) In the third step, follow the arrow to pop 20 balloons in 33 seconds. Use the radar at the bottom left of the screen to help you find any balloons you missed.

4) The final step is a practice race. You have 68 seconds to complete three laps on the Sky Float Park course.

Don't worry about running out of time in any of these events. If you run out of time, you'll still advance to the next step. You will be graded on your performance after the fourth step. Keep trying until you master each step to reach your personal best score.

CHAMPIONSHIP MODE

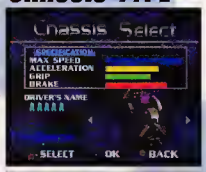


The championship mode offers the biggest challenge and the most fun in the game. This mode lets you put together your own vehicle, then race it on fourteen different tracks. They are divided into six on-road and six off-road courses. There are also two bonus tracks that become playable only when you have placed first on all the other tracks. You won't come in first all the time, but you can always go back and race again. This is also a great way to earn cash to buy parts in the Kyosho shop to make winning easier!

DASHING

The most important trick to learn in *RC de GO!* is how to dash. Dashing is a speed boost that is performed by hitting either the **L1** or **R1** button. If used correctly, hitting the dash button while entering a turn will cause you to drift, which will help you to follow a more efficient "racing line" and shave seconds off your lap times. You can also ram other cars while dashing—and by doing so, cause them to flip over or even crash into obstacles or track boundaries!

CHASSIS TYPE



When you start the Championship mode you are asked to choose one of three different chassis. Each chassis has its own strong point: either Top Speed, Acceleration or Handling. You should choose either the Top Speed or Acceleration chassis to start off the game. With either one of these, you should be able to win the first two tracks of the on-road and off-road courses with ease. You can always upgrade your handling after you win a few courses. The key is to start with a fast car to earn some money, then upgrade to increase your handling for the more advanced courses.

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Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, Xbox, Gameboy Advance, accesories and 36" monitor. Base prize package value $1400.

CONTEST 2 - COMPUTER
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Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry feea and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only ona entry per person. Prize totals are described below puzzle. **All entries must be post marked by March 2S, 2001.** ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.

PRIZE PUZZLE

WORD LIST

TOWER	- P	LEGAL	- Y
EARTH	- X	EMPTY	- V
WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
HAPPY	- O	FIELD	- B
SHARE	- Z	BLADE	- D

		T				
H	A	P	P	Y	O	
	L					
			S			
				L		

SECRET WORD →

SECRET WORD CLUE:
What comes after yesterday but before tomorrow?

Clip This Order Form And Mail It

DIRECTIONS
Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:

☐ ($3) Video Game ☐ ($3) Home Theater
☐ ($3) Computer ☐ ($5) Enter All Three

102

Name

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City State Zip

Area Code Phone Number

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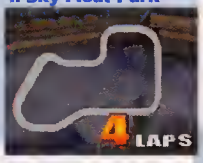
Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net or call us at 952-826-0033.

ON-ROAD TRACKS

1. Sky Float Park



A novice course to prepare you for later courses.

2. Pool With Garden

Place 1st to earn the RC Ambulance Body.

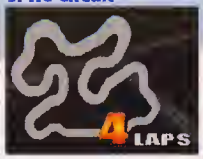
3. Tender Green Woods

Place 1st to earn the Road Roller Body.

4. Night Skyscraper

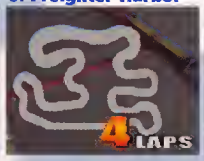
Start concentrating on upgrading your brakes and grip.

5. RC Circuit



You are really going to need some speed here!

6. Freighter Harbor



Place 1st on this very curvy track to earn the Tank body.

OFF-ROAD TRACKS

1. Woodland Path

Place 1st to unlock the Bear body.

2. Fountain Park

You will need speed to beat this one.

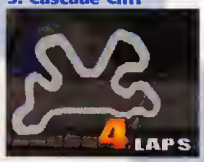
3. Cherry Hill

Use a quick car with good acceleration here.

4. Deforestation Hill

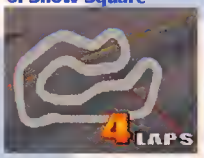
Place 1st to unlock the RC Train body.

5. Cascade Cliff



Place 1st to earn the GT-1TS body (my favorite)!

6. Snow Square



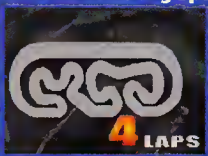
Max out your "grip" attribute to win this one.

BONUS TRACKS

1. Boss Speed RC Racing Circuit

If you want to place 1st in both of the bonus courses, you will need the best of all the parts to even compete.

2. Kei Tune Racing Speedway



The most difficult course in the game; stay as calm as you can for this one!

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(5) First Prize Winners will receive an *Armored Core 2* kit, consisting of the *Armored Core 2* game, an *Armored Core 2* strategy guide, and an *Armored Core 2* action figure.

(6) Second Prize Winners will receive an *Armored Core 2* action figure.

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Engines					
GS11R Engine	4,200	+30	+10	+00	+00
GT12S-CR Engine	6,400	+40	+15	+00	+00
GS15R Engine	9,000	+50	+20	+00	+00
Throttle Servo					
S Servo	2,700	+00	+20	+00	+13
EX Servo	3,600	+00	+25	+00	+19
RS Servo	5,400	+00	+30	+00	+25
Steering Servo					
S Servo	2,200	+00	+00	+18	+00
EX Servo	2,900	+00	+00	+27	+00
RS Servo	4,400	+00	+00	+37	+00
Brakes					
FRP Brake Disk	2,000	+00	+00	+00	+33
Stainless Disk Rotor	3,600	+00	+00	+00	+65
On-Road Tires					
Racing Slick No. 40	1,400	+03	+06	+18	+14
Racing Slick No. 35	2,000	+05	+10	+19	+15
Racing Slick No. 30	2,800	+07	+13	+23	+20
Racing Slick No. 20	3,800	+09	+17	+30	+26
Off-Road Tires					
Rally Tire No.40	1,400	+03	+06	+18	+14
Rally Tire No.35	2,000	+05	+10	+19	+15
Rally Tire No.30	2,800	+07	+13	+23	+20
Rally Tire No.25	3,800	+09	+17	+30	+26
Driving Parts					
PCPinion Gear (High Acceleration)	600	+00	+04	+00	+00
PCPinion Gear (Normal)	600	+02	+02	+00	+00
PCPinion Gear (High Speed)	600	+04	+00	+00	+00
On-Road Suspension (front)					
Touring Damper Soft	2,300	+00	+11	+20	+00
Touring Damper Hard	2,300	+00	+16	+16	+00
Touring Damper Super Soft	3,400	+00	+16	+28	+00
Touring Damper Super Hard	3,400	+00	+22	+22	+00
On-Road Suspension (rear)					
Touring Damper Soft	2,300	+00	+16	+16	+00
Touring Damper Hard	2,300	+00	+11	+20	+00
Touring Damper Super Soft	3,400	+00	+22	+22	+00
Touring Damper Super Hard	3,400	+00	+16	+28	+00
Off-Road Suspension (front)					
Rally Damper Soft	2,300	+00	+11	+20	+00
Rally Damper Hard	2,300	+00	+16	+16	+00
Rally Damper Super Soft	3,400	+00	+16	+28	+00
Rally Damper Super Hard	3,400	+00	+22	+22	+00
Off-Road Suspension (rear)					
Rally Damper Soft	2,300	+00	+16	+16	+00
Rally Damper Hard	2,300	+00	+11	+20	+00
Rally Damper Super Soft	3,400	+00	+22	+22	+00
Rally Damper Super Hard	3,400	+00	+16	+28	+00
Tail Pipe					
Tuned Exhaust Set A	3,000	+22	+10	+00	+00
Tuned Exhaust Set B	4,600	+25	+12	+00	+00
Tuned Exhaust Set C	5,800	+30	+15	+00	+00
Body					
GT-191	2,000	+04	+04	+04	+04
Helicopter	2,000	+04	+04	+04	+04
Tonny	2,000	+04	+04	+04	+04
Condor	2,000	+04	+04	+04	+04
Canty	2,000	+04	+04	+04	+04
Valtameed GT	2,000	+04	+04	+04	+04
Hornet	2,000	+04	+04	+04	+04
Red Assassin	2,000	+04	+04	+04	+04
Silralio	2,000	+04	+04	+04	+04
Quasar	2,000	+04	+04	+04	+04
Flash Blue	2,000	+04	+04	+04	+04
Noriko 8WD	2,000	+04	+04	+04	+04
Super Express	2,000	+04	+04	+04	+04
Little 8ird	2,000	+04	+04	+04	+04
Sumo Wrestler	2,000	+04	+04	+04	+04
Driving Parts (Multiple OK)					
Stabilizer Set	1,300	+00	+00	+17	+00
Center Belt Tension	1,300	+04	+02	+00	+00
Center One-Way Unit	1,800	+00	+02	+09	+03
Universal Swing Shaft	2,000	+04	+02	+00	+00
Vesvel Clutch Shoe	2,500	+02	+08	+00	+00
Cooling Fan	2,500	+06	+03	+00	+00
Bearing	2,800	+08	+03	+00	+00
Center One Way Disk Holder	3,400	+00	+02	+05	+22
Special Center Mount	4,000	+12	+02	+03	+00
2 Speed R Transmission	4,800	+14	+12	+02	+00
Chassis (Multiple OK)					
Carbon Damper Stay Front	1,200	+05	+00	+03	+00
Carbon Damper Stay Rear	1,200	+05	+00	+03	+00
Carbon Upper Plate	3,600	+14	+00	+05	+00

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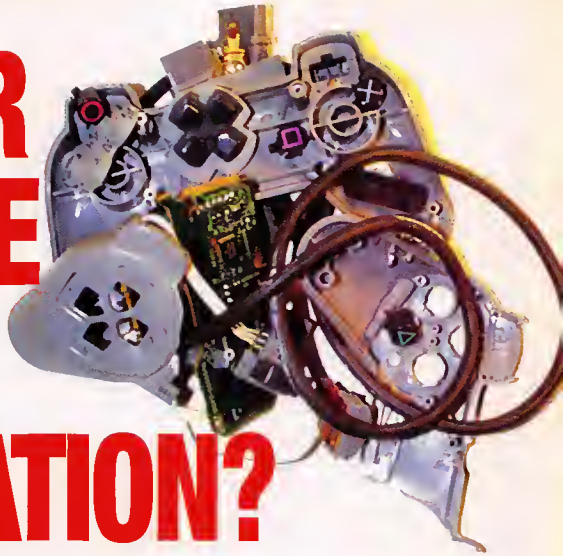

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OFFER EXPIRES MAY 8, 2001 AX1100

GUNDAM BATTLE ASSAULT

by Pat Reynolds

Thanks mainly to the popularity of the *Gundam Wing* TV show, Bandai has finally selected one of its best Japanese Gundam video games for release here in North America. Known overseas as *Gundam The Battle Master 2*, *Battle Assault* features highly detailed Mobile Suits from a wide variety of different *Gundam* series, setting them against one another in 2-D combat, *Street Fighter* style. This guide is designed to help you take advantage of each Mobile Suit's strengths and weaknesses and beat the tough bosses you'll have to face during the Story Mode.

Gundam Combo Theory

Although each Mobile Suit has its own set of special attacks and abilities, there are several commands that are common to them all. These are listed below with brief descriptions.

Thrusters—By holding **R1** or **R2**, the Mobile Suit can take to the air and fly for a short period of time. Use this to get out of the way of cannon fire and certain Mega Special Attacks. When thruster energy runs out, the Mobile Suit returns to the ground while the energy refills.

Thruster Mode (↓ ↘ → + R1 or R2)—This command puts the Mobile Suit into Thruster Mode, which allows it to fly and hover in place until its thruster energy runs out.

Evade Move (push two attack buttons simultaneously)—Every Mobile Suit (except for Byg-Zam, Neue Ziel and Psycho Gundam Mk III) has an evasion move which costs a small amount of Armor but allows it to avoid damage. Mobile Suits with the Dodge function will sidestep out of harm's way and avoid any kind of attack for the short amount of time they are dodging. (Note: Press **Up** and two attack buttons to dodge and thrust upward at the same time). Shield-equipped Mobile Suits can create an energy barrier, which protects them from energy attacks, but not physical attacks. The shield lasts for several seconds and the Mobile Suit can move and attack normally while shielded.

Stun Attack (→ + ▲)—This move is the Gundam equivalent of a throw in standard fighting games. It momentarily shorts out the opponent's computer systems and leaves them open for an attack. This is a great way to ensure that your Mega Special Attack will connect.

Projectile Attack (↓ ↘ → + punch)—Each Mobile Suit is equipped with a projectile weapon, usually a beam rifle. You can engage in long-range combat with this weapon for as long as there is ammo left to fire. Your projectile weapon will auto-aim at the opponent, meaning that you can fire from above (or below when your opponent is thrusting) and still hit with your weapon. Note that firing with weak punch will result in a short burst, while using strong punch triggers a longer burst.

Gameplay Basics

Gundam Battle Assault breaks from the traditional "best of three round" formula used by most fighting games. Instead, each Mobile Suit begins the battle with three full Armor Gauges stacked on top of each other. As damage is taken, the Armor Gauge on top drains until it is empty, revealing the second Gauge. When all of either competitor's Armor Gauges are empty, the battle ends. Beneath the Armor Gauges is the Thruster Energy Meter. This drains whenever thrusters are used and refills automatically when not in use. Below that meter are the Mega Special Attack bars and the projectile weapon ammo indicator. Using a Mega Special Attack removes one bar; when they are all gone, you won't be able to use this attack for the rest of the fight. Similarly, the weapon ammo indicator will be reduced to 0 as you fire your projectile weapon. When the ammo is depleted, you won't be able to engage in long-range combat for the remainder of the battle.

Gundam Combo Theory

Fans of Capcom's *Street Fighter Alpha* series will find that combos in *Battle Assault* are remarkably similar to the chain combos from the original *SFA*. Starting with a weak punch or kick and working up to the strong attacks, you can chain several attacks together in an unblockable combo as long as the first hit connects. For example, weak punch, weak kick, strong punch and strong kick will generally chain together. Some Mobile Suits are better at combos than others, so experiment with all of them to find the one best suited to your own play style. Note also that you can continue to pound on your opponent even while they are laid out on the ground! Take advantage of this fact to tack on a few free hits before they can get up.

Melee Attack (→ ↘ ↓ ↙ ← + punch)—Each Mobile Suit employs a close-range energy weapon, generally a Beam Saber, for a powerful, unblockable attack. These attacks are slow and broadcast like mad, so use only when you see a solid opening or think your opponent doesn't expect it. Listen for the announcer to say "You can't defend" before a melee attack is performed for advance warning.

Mega Special Attack (↓ ↘ → ↓ ↘ → + ▲)—Each Mobile Suit has a different Mega Special Attack, which can be used three times during battle (indicated by the yellow bars under the thruster energy meter). These are the most powerful attacks in the game and can easily cause more than half of an Armor Gauge when unblocked. They even cause a decent bit of damage when blocked.

The Mobile Suit—Story Mode Characters

This guide to the Story Mode Mobile Suits lists their attacks and specials and gives tips on how best to use each of them in combat. I've also listed the *Gundam* series in which each Mobile Suit made its appearance, should you want to watch them in action (many of the *Gundam* videos are readily available in the states now). I've also noted which techniques must be executed in the air. Note that attack commands assume the Mobile Suit is facing to the right, and are reversed when facing left.

Wing Gundam

First appearance: *Gundam Wing*

Evade Type: Dodge

Special Techniques
Hyper Punch—↑, ▲ in air
Spin Kick—● in air

Special Attacks
Beam Rifle—↓ ↘ → + punch
Hyper Dash—↓ ↘ → + kick
Rise Down Kick—↓ ↙ ← + kick
Beam Saber—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Wave Rider—↓ ↘ → ↓ ↘ → + punch

Wing Gundam is an all-around good choice. It's got a solid projectile, if a bit slow, a fairly quick Beam Saber and a couple of surprise moves that can close the distance on the opponent and get over their projectiles. Use the Hyper Dash to close the gap between you and the opponent quickly. This is useful if you see a Beam Saber attack coming out—jet inside and hit them with a quick punch or kick to shut it down. If you see a projectile attack coming, use the Rise Down Kick to get above it and come down on the opponent to set up a combo. The only sticking point with Wing Gundam is its Mega Special Attack. The Wave Rider Mega Special Attack requires that you be right next to the opponent; it'll fizzle otherwise. Also, if it's blocked, it won't do much damage since the Mobile Suit boosts upward.

Zaku II

First appearance: *Mobile Suit Gundam*

Evade Type: Dodge

Special Techniques
Shoulder Tackle—→, ●
Stomp—↓, ● in air

Special Attacks
Zaku Machine Gun—↓ ↘ → + punch
Cracker—↓ ↙ ← + punch
Rising Tackle—↓ ↘ → + kick
Heat Hawk—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Cracker Special—↓ ↘ → ↓ ↘ → + punch

Zaku II is a small Mobile Suit and is one of the fastest in the game. Zaku's machine gun is great for playing an early keep-away game, firing out streams of very fast bullets. The Heat Hawk melee weapon has shorter range compared to some of the others; it's best not to bother with it unless you have a clear opening. To aid in playing keep-away, Zaku can hit jump-ins with either the Rising Tackle or the Cracker Grenade. Like all rushing attacks, the Shoulder Tackle works great against opponents winding up for a melee weapon strike. Finally, Zaku's Mega Special is best used against jumping opponents, as it will hit and continue to jiggle the target in mid-air on the ground, opponents can block after the first hit, lessening the impact.

Zeong

First appearance: *Mobile Suit Gundam*

Evade Type: Shield

Special Techniques
Vertical Punch—←, ▲
Sweep Punch—↓, ▲ in air
Down Burner—↓, ✕ in air
Double Down Burner—↓, ● in air

Special Attacks
Hand Beam—↓ ↘ → + punch
Punch Rush—↓ ↙ ← + punch
Hand Blade—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Psycho Mu Attack—↓ ↘ → ↓ ↘ → + punch

While it may not look like much, Zeong is one of the best Mobile Suits in the game. Its arms separate at the elbows and extend during punches, giving Zeong long reach for regular attacks. Use the Vertical Punch to take down opponents who try to get above you—and use the Punch Rush when close for an easy three-hit combo, which can be linked into a Mega Special Attack for added damage. Zeong's Mega Special is one of the best in the game; it hits nearly everywhere on the screen and even does good damage when blocked.

Sazabi

First appearance: *Char's Counterattack*

Evade Type: Dodge

Special Techniques
Hover Slide Kick—↓, ●

Special Attacks
Beam Rifle—↓ ↘ → + punch
Spin Kick—↓ ↙ ← + kick
Funnel Shot—← ↙ ↓ ↘ → + punch
(↓ ↘ → + punch to attack after funnels are launched to have them attack)
Beam Axe—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Beam Shot Flush—↓ ↘ → ↓ ↘ → + punch

If you want to play with brute force but still have some speed, Sazabi is the way to go. Use the Hover Slide Kick to get in close, then break out a Spin Kick. At a distance, break out the Funnels and move in for a combo while they're firing on the opponent. The Beam Shot Flush Mega Special is long-range, but travels in a fairly straight line, so make sure your opponent isn't in a position to thrust up and avoid the attack. This is an excellent move to pull off after knocking the enemy down. Sazabi also has one of the best melee attacks in the game: the Beam Axe hits twice and comes out fairly quickly compared to the others.

Q-Mantha

First appearance: *Gundam ZZ*

Evade Type: Shield

Special Techniques
Double Elbow—→, ▲
Tackle—→, ●
Body Press—↓, ▲ in air
Heel Kick—↓, ✕ in air

Special Attacks
Beam Launcher—↓ ↘ → + punch
Beam Shower—↓ ↙ ← + ▲ in air
Funnel Shot—← ↙ ↓ ↘ → + punch
(↓ ↘ → + punch to attack after funnels are launched)
Hyper Beam Shovel—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Wave Rider—↓ ↘ → ↓ ↘ → + punch

A towering, slow Mobile Suit, Q-Mantha is a power player with a well-balanced assortment of attacks for both close- and long-range combat. It uses the small hovering beam weapons called Funnels, which can be a great asset for confusing opponents and diverting their attention from your Mobile Suit. Launch the Funnels, have them attack and then thrust upwards and come down with a Body Press to catch them off-guard. Be sure that your opponent is below you when pulling off this attack, though; miss and it leaves Q-Mantha wide open for a pounding. Take advantage of the Beam Shower—it's a top-down projectile attack that doesn't cost ammo! The Wave Rider Mega Special hits from across the screen, but smaller enemies like Hygog and Agguy can get underneath it and avoid the damage.

Full Armor ZZ Gundam

First appearance: *Gundam ZZ*

Evade Type: Shield

Special Techniques
Guard Punch—←, ▲
Mega Particle Cannon—●

Special Attacks
Double Beam Rifle—↓ ↘ → + punch
Knee Lift Shot—↓ ↘ → + kick
Spray Missile—↓ ↙ ← + punch
Mega Beam Saber—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Hyper Mega Particle Cannon—↓ ↘ → ↓ ↘ → + punch

If you like to play keep-away, ZZ Gundam is your Mobile Suit! Although it's incredibly cheap, the Mega Particle Cannon is a Cyclops-like energy beam that fires across the screen instantly... and doesn't use weapon ammo! Simply press ● as often as you want to keep your opponent either blocking on the ground or in the air trying to avoid your shots. If they take to the air, you can toss out Spray Missiles, another unlimited projectile that fires nine small tracking missiles. Finally, the Hyper Mega Particle Cannon is a continuous stream of tracking energy that can hit from anywhere on the screen. To balance this seemingly overbearing arsenal of long-range weaponry, ZZ Gundam is very slow and doesn't combo well at all. Its only useful close attack is the Knee Lift Shot, which automatically tacks on a few Double Beam Rifle hits if it connects.

Hy-Gogg

First appearance: *Gundam 0080*

Evade Type: Dodge

Special Techniques
Tackle—→, ●
Down Kick—● in air
Shoot Down Kick—↓, ● in air

Special Attacks
Machine Gun—↓ ↘ → + punch
Homing Missile—↓ ↙ ← + punch
Jumping Tackle—↓ ↘ → + kick
Hand Burner—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Hell Burner Rush—↓ ↘ → ↓ ↘ → + punch

Hy-Gogg is a well-rounded character. It's fast and can play a solid game both in close and at a distance. Its Machine Gun attack is similar to Zaku's, firing rapid bursts that can keep opponents at bay. The Homing Missiles pack serious punch, especially if all three connect. Use Hy-Gogg's quickness to get in close and combo like crazy. The Mega Special Attack works great as a finisher to a combo string, since you'll need to be in close for the "hundred hand slap"-like move to connect.

The-O

First appearance: *Z Gundam*

Evade Type: Shield

Special Techniques
Hidden Arm—→,
Rifle Slap—→, ▲
Anti-Air Hidden Arm—←, ▲
Sweep Hidden Arm—↓, in air

Special Attacks
Beam Rifle—↓ ↘ → + punch
Hidden Burner Assault—↓ ↙ ← + punch
Rifle Slap Tackle—↓ ↘ → + kick
Beam Saber—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Beam Saber Dance—↓ ↘ → ↓ ↘ → + punch

The-O is a large Mobile Suit, and very slow. It's Hidden Arm attacks come out very quickly, though, and are excellent rush stoppers. The Hidden Burner Assault is also a very fast move that hits multiple times and is hard to see coming. The-O's Beam Rifle is of the slower variety, as is its melee attack. The Mega Special, though, can be devastating; after initiating the Beam Saber Dance, you can control the Mobile suit—and for a few seconds, your strong punch attacks with a quick Beam Saber swing,allowing multiple high damage hits.

GP-02A

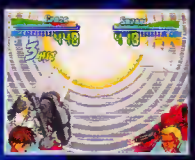
First appearance: *Gundam 0083*

Evade Type: Dodge

Special Techniques
Shield Smash—→, ▲
Shield Tackle—↓, ✕

Special Attacks
Hyper Bazooka—↓ ↘ → + punch
Shot Bazooka—↓ ↙ ← + punch
Shield Buster—↓ ↘ → + kick
Beam Saber—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Atomic Bazooka—↓ ↘ → ↓ ↘ → + punch



GP-02A isn't a combo machine, but it has the power and defensive ability to sit back and lob bazooka shells from two different directions. The Shield Tackle is pretty slow, but it's a great move to use after knocking the opponent down to tack on extra hits. Stop jump-ins with the Shield Buster and keep them confused by launching a Shot Bazooka followed immediately by the Hyper Bazooka. The Atomic Bazooka creates a giant fireball in the middle of the screen...but it won't hit most standing Mobile Suits, even if they're right underneath it. Unless you catch the opponent jumping, you'll have to hit them with a low kick or punch that pops them up and into the fireball. Once caught by it, they'll be sucked toward the middle and take multiple hits.

Agguy

First appearance: *Mobile Suit Gundam*

Evade Type: Dodge

Special Techniques
Knee Press—↓, ✕ in air
Double Fist Hammer Drop—↓, ▲ in air
Handstand Kick—→, ●

Special Attacks
Agguy Machine Gun—↓ ↘ → + punch
Agguy Jump Upper—→ ↘ ↓ ↘ → + punch
Agguy Claw Rush—↓ ↙ ← + punch
Agguy Drill Claw—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Agguy Rolling Maximum—↓ ↘ → ↓ ↘ → + punch

Although Agguy is small and silly-looking, it's a monster-combo MS-stomping mayhem machine! Especially against bigger Mobile Suits. Try thrusting up to the top of a big opponent like Neue Ziel or The-O and then busting out a crazy 10-hit combo as you fall back to the ground. Agguy can effortlessly link the Machine Gun and Jump Upper attacks into its combos, and its Mega Special Attack is a great combo finisher. The other advantage to using Agguy is that the slight size makes hitting it hard; Agguy can avoid attacks that the bigger, slower Mobile Suits can't.

Quebiay

First appearance: *Z Gundam*

Evade Type: Dodge

Special Techniques
Knee Press—↓, ✕ in air
Mule Kick—←, ●

Special Attacks
Hand Beam—↓ ↘ → + punch
Double Kick—↓ ↘ → + kick
Somersault Kick—↓ ↘ → + kick in air
Homing Kick—↓ ↙ ← + kick
Funnel Shot—← ↙ ↓ ↘ → + punch (↓ ↘ → + punch to attack after funnels are launched)
Beam Saber—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Full Funnel Attack—↓ ↘ → ↓ ↘ → + punch

Playing as Qubelay is lots of fun because it's fast and has some hugely effective technique. This is a purely offensive Mobile Suit; its variety of kick-based Specials let you take the fight to the enemy in style. Use the Homing Kick to jet across the screen and get right in his face (note that shorter opponents won't be affected by this attack unless they're in the air). Both the Somersault and the Double Kick are excellent against jumping attackers, and the Funnels are always a good offensive tactic—send them out to attack while you move in with a combo at the same time. The Full Funnel Attack will home in on the opponent, meaning that if they don't block, it's going to hit them no matter where they are on the screen.

Z Gundam

First appearance: *Z Gundam*

Evade Type: Dodge

Special Techniques
High Punch—↑, ▲ in air
Spin Kick—● in air

Special Attacks
Beam Rifle—↓ ↘ → + punch
Hyper Dash—↓ ↘ → + kick
Rise Down Kick—↓ ↙ ← + kick
Beam Saber—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Wave Rider—↓ ↘ → ↓ ↘ → + punch

Z Gundam is identical to Wing Gundam in terms of speed, power and attacks. This means that it's a well-balanced Mobile Suit with a couple of nice attacks; use the Rise Down Kick to get over projectiles and hit the opponent (you can even use this move repeatedly against the really tall boss characters to repeatedly kick them in midair). The Mega Special Wave Rider requires that you be right next to your opponent for it to connect; try to use the stun attack before pulling this move out.

Boss Mobile Suits

There are four boss characters in *Gundam Battle Assault*, and they are all playable as hidden characters in Versus Mode only. Below you'll find the methods for unlocking each of them as well as their special attacks and weaknesses. Note that you can unlock more than one boss character at a time—for example, beating the game at Normal difficulty unlocks both Neue Ziel and Byg-Zam, while beating the game on Hard without continuing will unlock all four bosses.

Byg-Zam

First appearance: *Mobile Suit Gundam*

Unlock Method: Beat the game on Easy Difficulty with any character (unlimited continues)

Evade Type: None

Special Techniques
High Beam Attack—▲
Low Beam Attack—
Knee Press—↓, ✕
Rush Tackle—↓, ●
Full Body Press—● in air
Jumping Knee—↓, ▲

Special Attacks
Homing Missiles—↓ ↘ → + punch

Mega Special Attack
Mega Particle Cannon—↓ ↘ → ↓ ↘ → + punch

Although Byg-Zam's inability to block and extreme lack of speed may seem like handicaps, the fact is that—like the other bosses—this is one of the most powerful characters in the game. It's got free projectiles that come out by simply hitting the punch buttons, and it can damage its opponents simply by touching them while walking. It also has Homing Missiles, which use very little ammo to fire, and one of the nastier Mega Specials in the game (it shares the Mega Particle Cannon with ZZ Gundam and Neue Ziel). When fighting against Byg-Zam, try to stay as far away as possible. Hammer it with projectiles and Mega Specials from a distance, if possible. If you must get in close to trade blows, get behind it and then block its mule kick attack, quickly hit it with a strong punch or kick, then repeat until it's defeated.

Neue Ziel

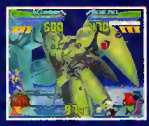
First appearance: *Gundam 0083 Stardust Memories*

Unlock Method: Beat the game on Normal Difficulty with any character (unlimited continues)

Evade Type: None

Special Attacks
Hand Laser—↓ ↘ → + punch
Rushing Tackle—↓ ↘ → + kick
Homing Missiles—↓ ↙ ← + punch
Beam Saber—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Mega Particle Cannon—↓ ↘ → ↓ ↘ → + punch



Like Byg-Zam, Neue-Ziel cannot block...but that's really not too much of a setback when playing as this behemoth. Neue Ziel is perpetually in flight and has an unlimited Thrust Meter. This gives you the high ground advantage, forcing the opponent to come to you if you hang out at the top of the screen. Use Homing Missiles to annoy enemies, and nail them with a Rushing Tackle if they get too close (note that the Rushing Tackle can also be used to make Neue Ziel change direction if the opponent gets behind you—go to the corner and use the move to reverse your facing). This is the largest Mobile Suit in the game, but not that difficult to defeat. Because it can hit you with a variety of range attacks from above, playing an offensive game against Neue Ziel is often met with crushing defeat. Play defensive and block an attack, then counterattack. If you are across the screen and are playing an MS with a long range Mega Special Attack, exploit that to get some easy hits. Neue Ziel uses the same Mega Special Attack as ZZ Gundam and Byg-Zam, so be careful and try to avoid taking the block damage by boosting over the beam if you see it coming.

Psycho Gundam Mk-III

First appearance: *Gundam The Battle Master 2*

Unlock Method: Beat the game on Hard Difficulty with any character (unlimited continues)

Evade Type: None

Special Techniques
Double Fist Drop—↓, ▲ in air

Special Attacks
Spread Beam Cannon—↓ ↘ → + punch
Rising Fist—→ ↘ ↓ ↘ → + punch
Ultra Mega Hyper Beam Saber—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Super Hyper Mega Particle Cannon—↓ ↘ → ↓ ↘ → + punch

Psycho Mk-III is perhaps the toughest boss in the game. For starters, it's huge, and can hit with most of its regular attacks from across the screen. Secondly, almost all of its attacks do monster damage. There are a couple in particular you'll want to be very careful about. Its Beam Saber attack has a very long range, but is swung underhanded, so thrusting up is a good way to avoid being cleaved for huge damage. Also, be careful when taking the fight in close on the ground. Psycho has a devastating double-hit knee attack that'll shave more than half of an Armor Gauge away! Turtle up against him and attack when he leaves an opening after a missed move. I also wouldn't recommend using this Mobile Suit against friends in Versus Mode...unless you don't want them as friends any longer. Psycho Gundam is cheesy like the Extra Cheese Nacho Supreme Double Decker Combo at Taco Bell!

Hydra Gundam

First appearance: *Gundam Wing G-Unit*

Unlock Method: Beat the game on Hard difficulty with any character without continuing

Evade Type: Dodge

Special Techniques
Flip Kick—→, ●

Special Attacks
Beam Rifle—↓ ↘ → + punch
Double Beam Cannon—↓ ↙ ← + punch
Beam Saber Double Slash—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Beam Saber Rush—↓ ↘ → ↓ ↘ → + punch

Hydra's another cheap Mobile Suit, but at least it takes some skill to play. The biggest advantage this character has is its shield. Regular blocking will deflect any energy projectile attack just like a Shield Evade move, causing no damage to Hydra Gundam. Combine it with the Dodge ability and you have a character that can avoid any attack thrown its way! It also has a free projectile in the Double Beam Cannon and is very fast and combo-matic. However, when facing Hydra in Story Mode, it's almost anti-climactic after the intense battle with Psycho Gundam. It's not nearly as well armored as Psycho, which means your attacks will do more damage. And although Hydra is very quick, it leaves itself open to a lot of regular attacks, and doesn't seem to make use of its special shield to block projectiles as often as it should.

Special Hidden Characters

The following characters are fun bonuses for *Gundam* fans, but aren't very useful since none of them have Mega Special Attacks (save for Zaku II Custom, which both has a Mega Special and is extremely useful). Some of them are holdovers from the original *Gundam The Battle Master* title...which explains the lack of Mega Specials, which were added in the sequel. Note that these characters are available only in Versus Mode.

Gundam

First appearance: *Mobile Suit Gundam*

Unlock Method: Beat the game using Z Gundam on any difficulty. Next, play as a different Mobile Suit and Gundam may appear to fight you during the game. Win the battle, and then beat the game, and Gundam will be selectable in the Versus Mode screen.

Evade Type: Dodge

Special Techniques
Stomp—↓, × in air

Special Attacks
Beam Rifle—↓ ↘ → + punch
Rising Shield—→ ↘ ↓ ↘ → + punch
Beam Saber—→ ↘ ↓ ↙ ← + punch

The original Gundam makes an appearance in the game, but because of the lack of moves and Mega Special Attack, is relegated to the bottom tier with the other Mega Special Attack-deprived Mobile Suits. Still, Gundam is quick and has good combo ability. Useful only for playing against other Mobile Suits in this section.

Ball

First appearance: *Mobile Suit Gundam*

Unlock Method: Beat the game with all 12 regular Mobile Suits on any difficulty (unlimited continues)

Evade Type: Dodge

Special Attacks
Beam Cannon—↓ ↘ → + punch
Rising Chopper—↓ ↙ ← + kick
Jackhammer—↓ ↙ ← + punch

You might feel somewhat cheated after playing through the game 12 times just to unlock this tiny robot. Although it's not a viable character at all, Ball does have a couple of strong points. One, its melee Jackhammer attack comes out very quickly and does a good chunk of damage. Two, its Beam Cannon does lots of damage, but runs dry quickly. Finally, like the other shorty in the game, Agguy, Ball is all about the crazy combos. Just about anything links with this little guy, and the Jackhammer is a great finisher to a long combo.

Nu Gundam

First appearance: *Char's Counter Attack*

Unlock Method: Beat the game using Zeong on any difficulty. Next, play as a different Mobile Suit and Nu Gundam may appear to fight you during the game. Win the battle, and then beat the game, and Nu Gundam will be selectable in the Versus Mode screen.

Evade Type: Dodge

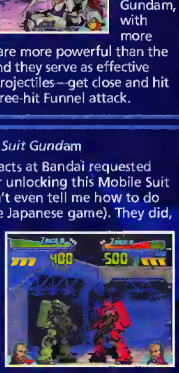
Special Attacks
Beam Rifle—↓ ↘ → + punch
Rising Knee—↓ ↘ → + kick
Funnel Shot—← ↙ ↓ ↘ → + punch (↓ ↘ → + punch to attack after funnels are launched)
Beam Saber—→ ↘ ↓ ↙ ← + punch

Nu Gundam fares better than original Gundam, with more effective attacks. It's Funnels are more powerful than the other Funnels in the game, and they serve as effective combat tools as well as free projectiles—get close and hit ● to unleash an automatic three-hit Funnel attack.

Zaku II Custom

First appearance: *Mobile Suit Gundam*

Unlock Method: Our contacts at Bandai requested that we keep the method for unlocking this Mobile Suit a secret (in fact, they wouldn't even tell me how to do it; this screen shot is from the Japanese game). They did, however, confirm that Zaku II Custom is unlockable in the game, so check future issues for the code.



Evade Type: Dodge

Special Techniques
Shoulder Tackle—→, ●
Stomp—↓, ● in air

Special Attacks
Zaku Machine Gun—↓ ↘ → + punch
Cracker—↓ ↙ ← + punch
Rising Tackle—↓ ↘ → + kick
Heat Hawk—→ ↘ ↓ ↙ ← + punch

Mega Special Attack
Cracker Special—↓ ↘ → ↓ ↘ → + punch

Zaku II Custom is identical to the regular Zaku II Mobile Suit with a couple of key differences. The first is physical; the Custom MS is painted crimson in color and has the distinctive crest on its head, signifying a team leader. Secondly, this version of Zaku II boosts at an incredibly fast speed, faster than any other MS in the game! Also, it is very good at combos, better even than Agguy! Definitely a force to be reckoned with.

East vs. West

We often see games undergo changes, from slight to significant, when they make the transition from Japan to the U.S. *Gundam Battle Assault* is no exception. There are some inexplicable spelling changes; Acguy became Agguy and Hygog became Hy-Gogg, for example. Then there are the major changes. Check out the screens below to see what we're missing from our version of *Battle Assault*...and what Japanese gamers didn't get in theirs..

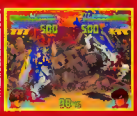
In *Battle Master 2*, the Story Mode followed the journey of this female Mobile Suit pilot and her younger sidekick...

...while *Battle Assault* puts you in the role of Heero Yuy, a young male MS pilot fighting for world peace.

H-Hamma?! What happened to this Mobile Suit, seen here in the Japanese game?

The answer: The more recognizable Wing Gundam (from the popular *Gundam Wing* cartoon) replaced H-Hamma. Bandai confirmed that Hamma-Hamma was completely removed from Battle Assault.

The Mobile Suit that American gamers won't see in *Battle Assault* in action...



...and the one that Japanese gamers didn't get in *Battle Master 2*. Even though Wing Gundam plays like a carbon copy of Z Gundam, it's pretty cool to get a character that wasn't in the original game.

DRIVER 2

by Ara Shirinian

Last year, Driver enjoyed one of the most unexpected successes ever for a PlayStation game. In this sequel, Reflections has improved upon the original by adding features like curved roads, the ability to walk around on foot and four all-new cities to explore. In this strategy, I'll guide you through all the missions in the last and most difficult city in the game: Rio de Janeiro.

RIO MISSIONS

Each mission is made up of one or more goals, and there's usually a time limit associated with each goal. Sometimes, the time that you had left over from the previous goal is added to the time limit of the current goal. Such time limits are denoted by a + sign in front of them.

BUS CRUSH

Goal 1: Steal the strengthened bus.

Time Limit 6:00

Goal 2: Now go wreck Vasquez's cars.

Time Limit +0:00

Vasquez has five cars you must wreck. Just ram them with the bus until the arrow on each one disappears. Instead of driving the bus back for the third goal, it's possible to drive one of the cars you just wrecked!

Goal 3: Now get out of there and back to your lock up.

Time Limit +0:00

If you're approaching from the west, your lock up will be on the left side of the street.

STEAL THE COP CAR

Goal 1: Get to the police station and steal a cop car.

Time Limit 1:40

As you leave the garage, make a right onto the first street and head west. When you reach the police station, stop in front of the door and get out of the car. On foot, you can open the door and walk through it. Once inside, the cop car will be to your left. Be careful not to park your car too close to the door or you won't be able to walk up to it!

Goal 2: Get back to the hideout.

Time Limit +3:00

The additional time won't be added to your time limit until you actually enter the cop car. It's a long way to the hideout. Drive north first before moving east.

CAINE'S CASH

Goal 1: Stop the limo before it gets away.

Time Limit 2:00

As soon as you leave the garage, turn left. The limo will appear on your right at the very first intersection. Stop in front of the limo and get out of your car. It won't move as long as your car is obstructing it from the front. Get inside the limo, then drive it to your next goal! This portion of the mission should not take much more than 15 seconds.

Goal 2: Now get to the mansion and collect the cash.

Time Limit +0:00

You won't receive any extra time for getting into the limo, but you'll still have a long distance to drive. The limo is already oriented in the right direction, so once you have control, just step on it! When you approach the mansion, the entrance is on the east side of the block. You must drive through the front gates to complete this goal.

Goal 3: Get out of there.

Time Limit 2:00

SAVE JONES

Goal: Chase the green sedan and wreck it.

Time Limit 4:00

You'll start out on foot in this mission. There's only one car that's close by, so get in it and start driving! Even though you have four minutes, it still doesn't seem like enough time. The driver in the green sedan is really skilled, so you may have trouble even keeping up with him. However, he's also unpredictable. You may have to attempt this mission repeatedly until he makes enough bonehead maneuvers to allow you to smash up his car.

BOAT JUMP

Goal 1: Get to the docks.

Time Limit 2:50

Another long distance to cover in a short amount of time. The best you can hope for is to reach the dock with about 20 seconds remaining. The entrance is a gap in the gates just south of the goal point on the map. Once you enter the dock, you must drive onto the boat, get out of your car and set one detonator before obtaining the time limit increase.

Goal 2: Drive into the ship and set the detonators.

Time Limit +0:20

Just walk up to the arrows and press the action button to set the detonators. There are three in total.

Goal 3: Hurry, the ship's pulling away.

Time Limit +0:00

In order to escape, you'll have to drive off of the south side of the ship and land back on the dock. Make sure you have enough room to accelerate!

JONES IN TROUBLE

Goal 1: Vasquez is onto Jones, save him.

Time Limit 2:50

At the beginning of this mission, back your car all the way out onto the street before moving forward.

Goal 2: Get out and run into the cabin.

Time Limit +0:00

When you reach the first goal, you'll see a fence and another car. You've got to stop your car and get out, then run into the shack that's beyond the fence. Even if you have only a few seconds left, don't give up! The mission actually ends when you reach a few feet in front of the shack, so you really have just a tiny bit more time than you expect.

CHASE THE GUN MAN

Goal 1: Run the gunman off the road.

Time Limit 2:00

When this mission begins, press the action button immediately to step into the car in front of you. You have the option of driving the second nearby car, but it will take too long to walk up to that one. The gunman is fast and even though he drives like a maniac, he's really tough to keep up with. In fact, he's too fast for you to be able to wreck his car directly. You've got to tail him until both of you reach the mountain pass area, where there's an open ledge along the right side of the road. Sideswipe him and run him off to the right!

LENNY ESCAPING

Goal 1: Get to Jericho.

Time Limit 1:40

Jericho's car is in a north-south alley that doesn't appear on the map. You must stop your car and get into his.

Goal 2: Lenny is escaping in the chopper, move it.

Time Limit 2:50

When you reach the southeastern-most corner, you'll see a ramp in the direction of the goal. Drive up it and just go straight. The goal is immediately after a second ramp a little further east.

LENNY GETS CAUGHT

Goal: Stay with the chopper. Keep it in sight.

Time Limit None

There's no time limit for this mission, but if the chopper gets too far ahead of you, it'll be game over. The chopper follows the exact same path every time. Don't be afraid of driving ahead of it; you'll have to, anyway, if you want to make it all the way to the end. Near the end of its flight, the chopper will speed up considerably. When you see the message that tells you the chopper is going down, just drive up to it to complete the mission. You've just finished the game!

SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

Pick it!

The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

Watch for it!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!

ONIMUSHA WARLORDS

Capcom • 1st Quarter • 1 Player

Onimusha Warlords is proving to be Capcom's most ambitious and expensive project to date. Leading the team for *Onimusha* is Keiji Inafune, the mastermind behind Capcom's *Mega Man* series (see *Japan Report* interview, August 2000). He was also very involved in the creation of *Resident Evil 2*. At first glance, *Onimusha Warlords* will certainly remind people of the *Resident Evil* series with its macabre backdrop, oodles of undead enemies, fixed camera angles and the signature submenu inventory system. Capcom has already won an award for the opening movie of *Onimusha*; it is no doubt one of the most dramatic and riveting intro sequences we've seen in a video game. The action takes place during the sixteenth century when the powerful warlord Nobunaga campaigned to conquer and unite Japan under one rule. The *Onimusha* story mixes an ample amount of Japanese feudal history along with ancient Japanese folklore involving ghosts and demons. Our main samurai hero, Samanosuke, is immediately put into a quandary at the start of the game when the princess he is supposed to protect is kidnapped by a giant red ogre. In a strange dream-like sequence, Samanosuke is given a special magic gauntlet by a mysterious spirit, who instructs him to battle the powerful evil that lies ahead. Samonosuke is first a little disturbed by the new attachment to his arm, but he soon realizes that the monstrous appendage can only help him in battling other monsters. The gauntlet gets its power by feeding on the souls of dead enemies, much in the same way that Razel in *Soul Reaver* inhales floating souls. By finding various power gems, Samanosuke can also assign different special attacks to his arm. *Onimusha* has its share of puzzle solving and "key finding" just like Capcom's other horror titles, but the game's main focus is in the addictive hacking and slashing action which should be expected from a good samurai game. Will *Onimusha Warlords* do for the PlayStation 2 what *Resident Evil* did for the original PlayStation during its early days? With the immense production values Capcom has bestowed on the game, they hope to surpass it.

PHANTASY STAR ONLINE

TIPS & TRICKS PICK!

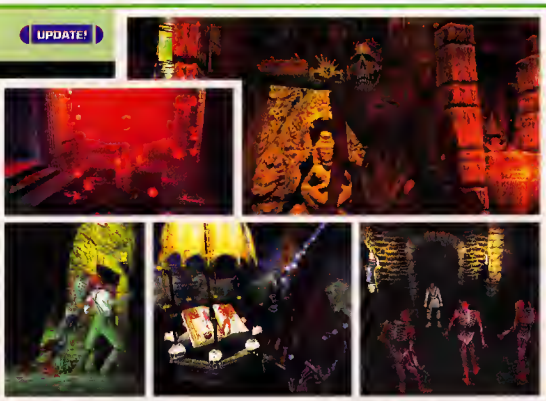
Sega • 1st Quarter • 1 Player

Developed by Sega's venerable Sonic Team, *Phantasy Star Online* brings Sega's classic RPG series into a new era. The most anticipated feature of *Phantasy Star Online* is its ability to have people from all around the world explore and adventure together via the Internet. Every character is an actual player online. Players begin their journey in a "lounge" where you can meet other players, trade or purchase items and create exploration teams. Your character starts as a hunter class with the ability to use a photon saber as a weapon. You are part of a planet-wide evacuation plan called the Pioneer Project. As the first interstellar transport ship, Pioneer 1 was sent to establish a colony on the newly discovered Planet Ragol because of its habitable conditions. Unfortunately, Pioneer 1 loses contact and is feared to be doomed. Your job as the crew of Pioneer 2 is to patrol Planet Ragol and determine what happened to the first wave of settlers. As you uncover the secrets of this strange planet, you and your party will come across perilous alien creatures and even rival exploration parties. The most fascinating aspect of *Phantasy Star Online* is that there will be no language barrier when communicating with other players from around the world. A new Word Select System enables people to communicate in any tongue. This unprecedented move to unite players from all around the globe should make *Phantasy Star Online* a truly ground-breaking achievement in console gaming.

ETERNAL DARKNESS

UPDATE!

Nintendo • February • 1 Player



More info surrounding Nintendo's horror title, *Eternal Darkness*, is slowly coming to light. The game is arranged almost like an Edgar Allen Poe novel, where each chapter tells a different horror story set in a different era. Alexandra, the main character, will constantly be cast into a different scenario, whether it be in a medieval monastery or in the army bunkers during modern war. You will learn many spells as you progress. The spells can be combined to create even more devastating attacks. Another interesting feature is the use of what's called a Sanity Meter. If Alexandra uses too much magic or is exposed to too much mind-bending violence, then the Sanity Meter will go off the charts and Alexandra will cease to function rationally. With all these macabre undertones in the game, it's not surprising that *Eternal Darkness* will get the rare M rating for an N64 game. Another Mature game from Nintendo? Originally slated for October '99, *Eternal Darkness* will finally hit the shelves in February.

MTV SPORTS: T.J. LAVIN'S ULTIMATE BMX

THQ • February • 1-2 Players

THQ adds another extreme sports pastime to its *MTV Sports* series: BMX. *MTV Sports: T.J. Lavin's Ultimate BMX* lets you compete with the best professional BMX riders today, including two-time X-Games Champion T.J. Lavin, Fuzzy Hall, Chris Doyle, Chris Duncan, Dave Freimuth and more! There are three types of disciplines that you need to master in order to become the ultimate champion: dirt, vert and street. As your rider gets better and more experienced, you will be rewarded with sponsors, upgradeable equipment and different apparel. Perform hundreds of various land and air tricks: 720s, seat grabs, tailwhips and no-handers, to name a few. Lots of bonuses and hidden features can be unlocked like extra characters, more bikes and new environments. Could BMX games become the next new sensation in video games after snowboarding and skateboarding?

SONIC ADVENTURE 2

UPDATE!

TIPS & TRICKS PICK!

Sega • Possible 2001 • 1 Player

Here's another look at *Sonic Adventure 2*. There are still no specific details about the game, but some intriguing hints have been dropped to whet our appetites. The adventure begins as Dr. Robotnik is hanging out with a sinister black Hedgehog who looks a lot like Sonic. Is he an evil doppelganger created by Dr. Robotnik? According to the folks at Sega, Robotnik will also be a playable character at some points. Dr. Robotnik helping Sonic? Most curious! The little Chao creatures are also said to be more intuitive and responsive while increasing their role in the overall game. One of the coolest things we've seen is Sonic's sky surfing stage where he jumps out of a helicopter and into the atmosphere. Sonic then starts grinding and shredding the streets of San Francisco. *Sonic Adventure 2* promises to be a more action-oriented game than the first *Sonic Adventure*. We'll let you know more as the game comes closer to our grasp!

SONIC™ 2 ADVENTURE

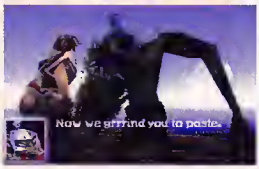
AIDYN CHRONICLES: THE FIRST MAGE

THQ • 1st Quarter • 1 Player

UPDATE!

Despite the age of the N64, it is still hard to find a true role-playing game for the system. N64 owners have been waiting in anticipation for the release of *Aidyn Chronicles: The First Mage* to quench their great RPG thirst. The game was scheduled to be released in the Fall of last year but has since experienced numerous delays and is now planned for early 2001. The story is about a young orphan boy named Alaron who embarks on a quest to find his true self. Like most fantasy stories with an orphan turned king, Alaron soon discovers that he is no ordinary peasant and that he is destined to become the greatest Mage ever known. In his journeys, he meets up with many brave folk who join his party. Up to thirteen members can travel with Alaron at one time, while four characters can battle during the turn-based battles. Each character is either lunar- or solar-based, and their performance depends on the time of day according to the game's continuous daytime cycle. Alaron and his companions will explore the vast cities of Mirari and Jundar while scourging monsters across the isles, forests and deserts. *Aidyn Chronicles: The First Mage* should be worth the long wait!

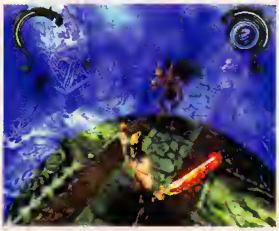
AIDYN CHRONICLES THE FIRST MAGE

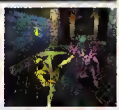


WARRIORS OF MIGHT & MAGIC

3DO • Available Now • 1 Player

WARRIORS of Might and Magic





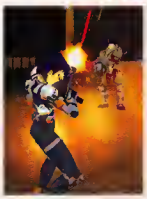
The PlayStation 2 version of *Warriors of Might & Magic* is the same game as the regular PlayStation version that came out several weeks earlier. However, that's not to say that this title should be passed up when deciding what games to buy for your new system. In fact, the PlayStation 2, with its overly simulation-oriented library, could use a action and adventure title to spice up its appeal. *Warriors of Might & Magic* fits the bill perfectly as a fun hack-and-slash romp through the dungeons. As the abolished necromancer, Alleron, you will also find plenty of new spells to help you get rid of the beasts of the underworld. Plenty of exploration also awaits with many key puzzles and secret little coves stashed with bonus items. *Warriors of Might & Magic* for the PlayStation 2 is a graphic treat; the environmental and spell effects will have your cathode-ray tube glowing like a Christmas ornament!

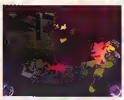
ONI

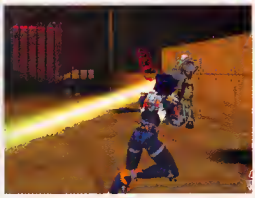
UPDATE!

Rockstar • 1st Quarter • 1 Player

Inspired by Japanese anime like *Akira* and *Ghost in the Shell*, *Oni* takes you into an intense cyber world of hand-to-hand combat and deafening gunplay. You take on the role of Konoko, an innocent but deadly *La Femme Nikita*-style Tech Crimes Task Force member. Konoko (which oddly means "this girl" in Japanese) is a walking arsenal of fire power and bone-crunching moves. With seventeen huge outdoor and indoor levels, *Oni* immerses the player into a futuristic cityscape where the whole battlefield is your playground. The fully detailed 3-D characters all have seamless moves. For example, when Konoko goes up for a flying kick, tucks into a roll, then pops up into a flying upper punch, the action is all in one smooth, continuous movement. In order to give credence its anime style, *Oni* has plenty of 2-D anime cut scenes to propel the story. Without too many action games with engaging storylines in the early library of the PlayStation 2, *Oni* is sure to create a buzz among early adopters of the system.



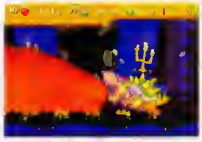


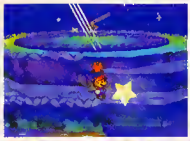


PAPER MARIO

UPDATE!

Nintendo • February • 1 Player



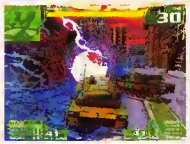


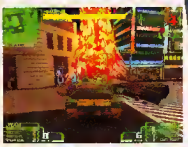
If there's one game that N64 owners have been waiting for a long time for it's *Paper Mario*, the sequel to Square-soft's Super NES classic *Super Mario RPG: Legend of the Seven Stars*. The simple 2-D sprite-based characters in *Paper Mario* may disappoint some people, but the game is meant to look like a children's pop-up book. Players will come across all their favorite characters from the Miyamoto universe, including Mario, Wario, Luigi, Yoshi, Bowser, Peach, Toad and more! Each character is paper-thin and will even "flip" when turning right to left and back again. The battle sequences are done in the traditional RPG style with turn-based attacking. As in Super Mario RPG, players can also press specific buttons to perform "timed attacks" to inflict extra damage. *Paper Mario* may seem like it's a little kiddie game at first glance, but don't let the simplicity of its storybook-like presentation [illegible] with the glaring lack of RPGs for the N64, this may turn out to be a true gem.

ALIENFRONT ONLINE

TIPS & TRICKS PICK!

Sega • May 2001 • 1-2 Players

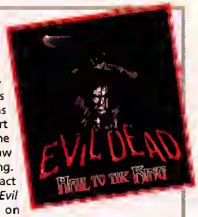




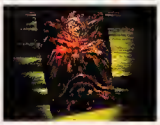
Ever heard of Orson Welles' *War of the Worlds*? *AlienFront Online* definitely takes its inspiration from old-school alien invasion movies where the mighty U.S. military takes on hordes of colonizing spaceships. The cool thing about *AlienFront Online* is that you can either fight for the humans in an army tank or wreak havoc and destruction in an alien pod. Whether you fight as a human or an alien, the fate of the world is in your hands! Army tanks can wipe out alien scum with flame throwers, grenade launchers, homing missiles, machine guns, nuclear missiles and much more. Alien vehicles can demolish the earth weaklings with gravity balls, guided drones, cloaking spores, meteor showers and other out-of-this-world gadgets. *AlienFront Online*'s biggest attraction is the ability to pit Dreamcast owners against arcade players over the Internet. Home versus Arcade for the first time ever! You can also take your Dreamcast VMU to the arcade and use it to open up more secrets within the game by inserting it into an *AlienFront Online* arcade machine. *AlienFront Online* should be in arcades by now, but you'll have to wait until spring to challenge players from your own house.

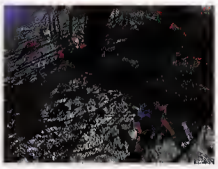
EVIL DEAD: HAIL TO THE KING

THQ • Available Now • 1 Player



"Groovy!" *Evil Dead: Hail to the King* sticks to the same tongue-in-cheek horror that the *Evil Dead* movie trilogy is known for. Ash, whose voice is actually played by actor Bruce Campbell himself, is back at the familiar haunted cabin where the Necronomicon, or The Book of the Dead, is accidentally read aloud, causing every evil spirit to surface from the depths of hell. Hack off your hand, attach a chainsaw, pick up a shotgun and start taking care of holy business. Ash can perform multiple attacks by using the chainsaw arm or by using his other arm to shoot the undead. The chainsaw can be turned on or off, but Ash will eventually need fuel to keep it going. Ash can also taunt with little one-liners to keep his humor and sanity intact while battling Kandarian demons, ugly deadites and floating skeletons. *Evil Dead: Hail to the King* also has plenty of puzzle solving and exploration on top of sawdusting your enemies. *Evil Dead: Hail to the King* is also available for the Dreamcast.





THE TYPING OF THE DEAD

TIPS & TRICKS PICK!

Sega • January • 1-2 Players

T&T Associate Editor Charlotte Chen has been burning up our Dreamcast with her superior typing skills while playing Sega's new *The Typing of the Dead*. Based on the gun shooting game *The House of the Dead 2*, *The Typing of the Dead* replaces your light gun with a Dreamcast keyboard and challenges you to speed-type your way out of the zombie-infested city. This game has a frenetic pace; if you've never learned how to type fast, then you'll never survive! Zombies get blasted by typing complete words or phrases. The phrases get longer and more complex as you get further in the game. There's so much humor in the game that you may end up laughing at a phrase before ever getting a chance to type it. The main characters in the game are all wearing keyboards with Dreamcast units strapped on their backs...and some zombies will even attack you with *Samba De Amigo* maracas! If typing isn't your thing, there is a tutorial mode that will help you to master everything from finger placement to speed typing. Different phrases and words will appear every time you play, which adds great replay value to the game. Now if we can just get Charlotte to unstrap the Dreamcast unit from her back...

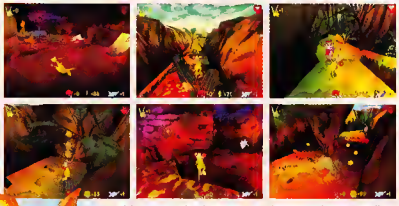
PORTAL RUNNER

3DO • 1st Quarter • 1-2 Players

3DO couldn't resist having its own Lara Croft, so somebody decided that Vikki from the *Army Men: Sarge's Heroes* series should have her own game. As the only *Army Men* character without green skin, Vikki will soon appear in her own series of games starting with *Portal Runner*, an action-adventure title on the PlayStation 2. In *Portal Runner*, Vikki is teamed up with a lion named Leo. Brigitte Blue, Vikki's arch-nemesis, is plotting to eliminate Vikki so she can put an end to Sarge. Throughout the game, players will be able to control Vikki, Leo or Vikki riding on Leo at different points. The game is set in a variety of fantastic toy worlds with absolutely stunning visuals. Vikki is equipped with a bow and arrow that can be equipped with various magical arrows. Many of the challenges and puzzles in *Portal Runner* involve mastery of the bow and arrow. Although Leo helps Vikki during close-quarters combat, Vikki must also keep Leo's Fury Meter in check so his savage instincts don't take over.

KAO KANGAROO

Titus • Available Now • 1 Player



Something nasty is about to go down in the Australian outback. In the intro to Titus' new action/adventure game, kangaroos are happily playing ball and are seemingly unperturbed by a mutant koala hanging from a tree who is easily three times the size of a kangaroo. The sugar-coated intro apexes with Kao chasing a butterfly with such single-mindedness he falls into a poacher's trap. Kao eventually escapes from captivity and attempts to make his way home (presumably to resume his butterfly chase), utilizing a pair of boxing gloves, his roundhouse tail attack and his inherent hopping skills. Picking up coins will get Kao bonus lives, or he can use them to purchase power-ups, which include alligators, snowboards and hang gliders. The environments are beautifully rendered and well-lit, but also show an obvious *Crash Bandicoot* influence. Instead of side-scrolling, Kao moves from the front of the screen toward the back in a linear path, and some of the obstacles and other designs are markedly similar to objects found in Crash's territory. However, Kao has a sweeter disposition than Crash—some of you may recall that Crash underwent some questionable experiments in Dr. Neo Cortex's laboratory before becoming a video game mascot, leaving him a tad mentally unstable—so Kao may be a little more appealing to a younger audience.

THEME PARK ROLLER COASTER

Electronic Arts • 1st Quarter 2001 • 1 Player

Bullfrog has pulled off the seemingly impossible task of creating a decent—nay, *excellent*—conversion of a PC simulation title to a console that doesn't suffer from the lack of a keyboard/mouse interface. Using only the four tried-and-true buttons on the PlayStation/PS2 controller, players can build up a theme park up from scratch. Given the god-like nature of this ability, it's easy to get sidetracked by the numerous possibilities for wreaking havoc on unsuspecting customers. Manipulating the pylons and loops on roller coasters to create a ludicrously convoluted experience can make for a nauseating experience; why not place a burger joint at the entrance...and maybe a few trash cans and janitors near the exit? In addition to building the park infrastructure, you must hire employees; guards prevent kids from setting off stink bombs in your rides, mechanics keep things running smoothly and mascots will caper along the paths so kids don't get bored while waiting in line. When changing to a camcorder perspective, you can zoom in on kid's faces and see by their expressions how much they're enjoying themselves. You can also get onto a roller coaster yourself anytime you want, play mini-games or go shopping. If you haven't played a simulation game before, prepare yourself to become yet another one of those pasty-skinned, bleary-eyed lost souls (a.k.a. Maxis addicts) who look up to realize it's been days since they've eaten or washed...but at least their sims are happy.

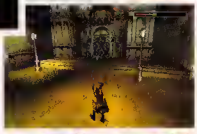
SUPER BUST-A-MOVE

Acclaim • Available Now • 1-2 Players

Known as *Super Puzzle Bobble* in Japan, *Super Bust-A-Move* is Acclaim's first PlayStation 2 entry and the second puzzle game to be released for the console. As you might expect, graphics aren't this game's strong suit. You would be hard pressed to find any polygons here, although that's not to say that it doesn't look good. The high-resolution graphics are exceptionally clean and sharp. It's by far the most polished version of *Bust-A-Move* yet. As far as gameplay goes, there are new giant bubbles that change all smaller bubbles on the screen to their color when popped. There are also rainbow bubbles that will match with any color and turn into a regular bubble when popped. Finally, on some stages you'll find moving walls that will alter the direction of a bubble upon contact. Game modes include a solo puzzle mode plus a versus mode in which you can battle it out against the computer or a friend. Check it out!

TOMB RAIDER CHRONICLES

Eidos • Available Now • 1 Player

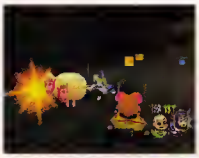


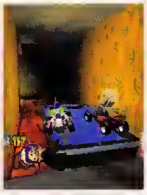
Lara is back! No, Lara is dead. Seriously! In this fifth installment of the long-running *Tomb Raider* series, Lara Croft has passed away. The game starts with a Lara Croft memorial and everyone stands around reminiscing about their favorite Lara stories. Each Lara story is a playable adventure with all the staple Lara moves: climbing, jumping, crawling, shooting, hanging—you know the drill! If you're one of those guys who's played every *Tomb Raider* adventure, you'll be pleasantly surprised to see that *Tomb Raider Chronicles* plays a lot like the first *Tomb Raider* game. The puzzles start off pretty straightforward and are not as punishing as some of the other earlier levels in later *Tomb Raider* games. A PlayStation 2 *Tomb Raider* game is already in the works, so don't worry; she's still gonna be around.

TOY STORY RACER

Activision • March • 1-4 Players

What?! Another character-based racing game? This time, the characters from Disney's *Toy Story* have been granted their own racing game. *Toy Story Racer* features ten of your favorite toys including Buzz, Woody, Hamm, Mr. Potato Head, Rex and more! Each of the game's 19 courses represents a familiar environment from either the original *Toy Story* feature film or its sequel. There are tons of challenges to complete like racing, stunt-driving, mini-games, etc. Like all character-based racing games, there are tons of power-ups on the courses to keep the race even. When all is said and done, *Mario Kart* has to be one of the most imitated video game franchises ever! We really want to see a *Mortal Kombat* racing game. Any takers?





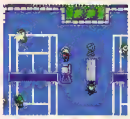
HEADHUNTER

Sega • Possible 2001 • 1 Player

Here's an early look at a new action/adventure game from Sega. Developed by Sega in Europe, *Headhunter* lets you run around and shoot or get on a motorcycle and explore. The game comes across as a Hollywood movie with loud special effects and a John Woo-type script. The setting is California in a not-too-distant future where America is run by a fascist government. You play the role of a lone "headhunter," a lonely bounty hunter hired to enforce the law of the land. The game has plenty of gunplay, but it also offers several racing challenges on your motorcycle. The VMU unit will act as a personal beeper for messages, hints and cheats. Details are still vague at the moment regarding *Headhunter*, but we will keep you updated with this promising new title for the Dreamcast.

MARIO TENNIS

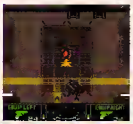
Nintendo • January • 1-2 Players

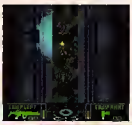


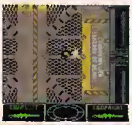
Not to be confused with the similarly-titled Virtual Boy cart, *Mario Tennis* is the latest game from Camelot, the developer of *Hot Shots Golf*, *Mario Golf* and the N64 *Mario Tennis*. All of the familiar characters from the 64-bit version are present, including Yoshi, Toad, Wario and Luigi's arch-nemesis, Waluigi. A two-player Link Cable mode is available, as are several different types of one-player challenges; your accomplishments can be saved in the cartridge memory. As in *Mario Golf*, you can create a tennis player in the Game Boy Color version of the game and build up his or her stats, then use the N64 Transfer Pak to play as a fully polygonal version of that character in the N64 *Mario Tennis* game!

ALIENS: THANATOS ENCOUNTER

THQ • February • 1-2 Players







Fans of the four *Alien* films can get a fix from this new Game Boy Color cart from developer Crawfish Interactive. With its bird's-eye view of the action, *Aliens: Thanatos Encounter* may remind players of other top-down adventures like the *Grand Theft Auto* series or even Konami's classic *Mission: Impossible* game for the 8-bit NES. Players control a squadron of heavily-armed Marines which has been dispatched to investigate the Thanatos, a space freighter which—as you can imagine—has been overrun by face-huggers and acid-dripping aliens straight out of H.R. Giger's worst nightmares. The game's unique controls allow you to equip a different weapon or item in each hand; you can track the aliens with a motion sensor in one hand while you pick them off with a Pulse Rifle in the other, or you can mow everything down with flamethrowers in both hands.

GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64

JANUARY

1	Dinosaur Planet	Nintendo
1	Mega Man 64	Capcom
1	Polaris Snocross	Vatical
1	Seadoo Hydrocross	Vatical
1	Super Bowling 64	Tommo
1	VR Powerboat	Vatical

FEBRUARY

7	Aidyn Chronicles: The First Mage	THQ
8	Conker's Bad Fur Day	Nintendo
9	Eternal Darkness	Nintendo
10	Paper Mario •	Nintendo

POSSIBLE IN 2001

11	Airboardin' USA	Agetec
12	Dance Dance Revolution: Disney Dancing Museum	Nintendo
13	Detective Barbie: The Mystery Cruise	Mattel
14	F-1 Grand Prix 2000	Eidos
15	Mario Party 3 •	Nintendo
16	Mini Racers	Nintendo
17	Pokémon Stadium Gold & Silver •	Nintendo
18	Roswell Conspiracies	Redstorm
19	Sin & Punishment	Nintendo

PLAYSTATION

JANUARY

1	Arc the Lad Collection •	Working Designs
2	Army Men Arcade Blasts	3DO
3	Backyard Football	Infogrames
4	Blaster Master	Crave
5	Dance Dance Revolution •	Konami
6	Digimon World 2 •	Bandai
7	Fear Effect: Retro Helix	Eidos
8	Lego Stunt Rally	Lego
9	MTV Sports: T. J. Lavin's Ultimate BMX	THQ
10	Scooby Doo! Classic Creep Capers	THQ
11	Sesame Street Games	New Kid Co.

FEBRUARY

12	Action Man	Hasbro
13	Batman Racing	Ubi Soft
14	Disney's Aladdin	Sony
15	Hot Wheels Xtreme Racing	Mattel
16	NASCAR Racers	Hasbro
17	Nicktoons Racing	Hasbro
18	Superman	Titus
19	Rescue Heroes Molten Menace	Mattel

MARCH

20	Alone In the Dark: The New Nightmare	Infogrames
21	Fly! 2001	Take 2
22	Mat Hoffman's Pro BMX	Activision
23	V.I.P.	Ubi Soft

APRIL

24	Inspector Gadget	Ubi Soft
25	Jimmy White's Cueball 2	BAM
26	Roswell Conspiracies	Red Storm

POSSIBLE IN 2001

27	Bomberman Land •	Hudson
28	Dragon Warriors VII •	Enix
29	Fist of the North Star •	Bandai
30	Legacy of Kain: Soul Reaver 2	Eidos
31	Mr. Driller 2	Namco
32	Point Blank 3 •	Namco
33	Simpsons Wrestling	Fox
34	Tales of Eternia	Namco
35	Time Crisis: Project Titan	Namco

PLAYSTATION 2

JANUARY

1	Age of Empires II	Konami
2	ATV Off-Road Fury	Sony
3	The Bouncer	Square/EA
4	Dark Cloud	Sony
5	Disney's Jungle Book	Ubi Soft
6	Driving Emotion Type-S	Square/EA
7	ESPN NBA 2Night	Konami
8	ESPN: NFL Prime Time	Konami
9	F-1 Championship	Ubi Soft
10	F-1 Championship Season	EASports
11	Gran Turismo 3	Sony
12	Ground Control	Berkeley Systems
13	ICO	Sony
14	Knockout Kings 2001	EASports
15	MDK 2 Armageddon	Interplay
16	Navy Seals	Jaleco
17	NBA Live 2001	EASports
18	NBA Shootout 2001	Sony
19	NCAA Final Four 2001	Sony
20	NHL FaceOff 2001	Sony
21	Oni	Rockstar
22	Onimusha: Warlords	Capcom
23	Roadsters Trophy	Interplay

FEBRUARY

24	Carrier	Jaleco
25	Ephemeral Fantasia •	Konami
26	Kengo: Master of the Bushido	Crave
27	NBA Hoopz	Midway
28	Project Eden	Eidos
29	Seven Blades	Konami
30	Tiger Woods PGA Tour 2001	EASports
31	Zone of the Enders	Konami

MARCH

32	Dark Angel: Vampire Apocalypse	Metro 3D
33	Gauntlet Dark Legacy	Midway
34	Giants	Interplay
35	Gunslinger	Activision
36	MTV Music Generator 2	Codemasters
37	Off-Road Thunder	Activision
38	Rock and Roll Racing	Interplay
39	Shadow of Destiny	Konami
40	Sled Storm 2	EA
41	Star Wars: Super Bombad Racing	LucasArts
42	Street Lethal	Activision
43	WipeOut Fusion	Sony
44	The World Is Not Enough	EA

1ST QUARTER 2001

45	Arctic Thunder	Midway
46	Goemon	Konami
47	Kelly Slater's Pro Surfer	Activision
48	Mobile Suite Gundam	Bandai
49	Ultimate Fighting Championship	Crave
50	Unison	Tecmo
51	WinBack	Koei

APRIL

52	Championship F-1 Racing	BAM
53	Cool Boarders: Code Alien	Sony
54	Forces of One	Interplay
55	Run Like Hell	Interplay
56	V'Room	Interplay

POSSIBLE IN 2001

57	All Star Baseball 2002	Acclaim
58	Baldur's Gate	Interplay
59	Barbarian	Interplay
60	Beast Wars	BAM
61	Big Wave Surfing	Acclaim
62	Bloody Roar 3	Hudson
63	C-12	Sony
64	Dance Dance Revolution: Disney's Rave	Konami
65	Dance Summit 2001	Enix
66	Dropship	Sony
67	Eternal Blade	Mattel
68	ESPN Winter X-Games Snowboarding	Konami
69	Everquest	Sony
70	Evil Twin	Ubi Soft
71	Extermination	Sony
72	Final Fantasy X	Square/EA
73	Final Fantasy XI	Square/EA
74	Formula X	Interplay
75	Galerians 2	Crave
76	The Getaway	Sony
77	Gravity Games: Biking	Midway
78	Kessen 2	EA
79	King's Field IV	Agetec

* Publishers, please contact us with updates and/or corrections.
• Denotes that the game is available as an import at press time.

88	Klonoa 2	Namco
89	Kuri Kuri Mix	Agetec
90	Legacy of Kain: Soul Reaver 2	Eidos
91	Legion	Midway
92	The Lost	Crave
93	Lotus Challenge	Interplay
94	Metal Gear Solid 2: Sons of Liberty	Konami
95	Motor Mayhem	Infogrames
96	Munukuru	Interplay
97	NBA Shootout 2001	Sony
98	NCAA Final Four 2001	Sony
99	NCAA GameBreaker 2001	Sony
100	NHL FaceDff 2001	Sony
101	Dne Force	Agetec
102	Rayman 3	Ubi Soft
103	Red Faction	THQ
104	Ring of Red •	Konami
105	Robocop	Titus
106	Seven	Namco
107	Shadowman: Second Coming	Acclaim
108	Silent Hill 2	Konami
109	Sky Gunner	Sony
110	Snowboard Heaven •	Capcom
111	Spin: Sprint Racing	Sony
112	Spy Hunter	Midway
113	Star Dcean 3	Enix
114	Tokyo Xtreme Racer Zero	Crave
115	Tony Hawk's Pro Skater 3	Activision
116	Twisted Metal: Black	Sony
117	V.I.P.	Ubi Soft

DREAMCAST JANUARY

1	Bangai-D	Crave
2	Deer Avenger	Berkeley Systems
3	Dragon Riders	Ubi Soft
4	Microsoft Combat Flight Simulator	Konami
5	Microsoft Links	Konami
6	The Mummy	Konami
7	Phantasy Star Dnline	Sega
8	Playmobil Hype	Ubi Soft
9	Polaris Snocross	Vatical
10	Record of Lodoss War	Crave
11	Sierra Sports Game Room	Berkeley Systems
12	Stunt GP	Infogrames
13	Stupid Invaders	Ubi Soft
14	S.W.A.T. 3D	Berkeley Systems
15	System Shock 2	Vatical
16	The Typing of the Dead •	Sega
17	Unreal Tournament	Infogrames

FEBRUARY

18	18 Wheeler Pro Trucker	Sega
19	Evil Twin	Ubi Soft
20	F-1 Championship	Ubi Soft
21	Legend of the Blade Master	Ripcord
22	Mars Matrix	Capcom
23	Mat Hoffman's Pro BMX	Activision
24	Outtrigger	Sega
24	Project Justice	Capcom
26	Shrapnel: Urban Warfare 2025	Ripcord

MARCH

27	Armada II	Metro 3D
28	Alone In the Dark: The New Nightmare	Infogrames
29	Commandos 2	Eidos
30	Dark Angel: Vampire Apocalypse	Metro 3D
31	Floigan Brothers	Sega
32	Gorka Morka	Ripcord
33	Roswell Conspiracies	Redstorm
34	V.I.P.	Ubi Soft

1ST QUARTER 2001

35	Alien Front Dnline	Sega
44	Aqua Panic	Sega

2ND QUARTER 2001

47	Bomberman Dnline	Sega
44	Daytona U.S.A. Network Racing	Sega

POSSIBLE IN 2001

44	1944 The Loop Master	Capcom
44	Black & White	Sega
41	Charge 'N Blast	Sega
42	Dee Dee Planet	Sega
48	Dream Studio	Sega
44	FightingVipers 2	Sega
45	Guilty Gear X	T.B.D.
46	Gun Spike	Sega
47	Gun Valkyrie	Sega
48	IllBleed	Sega
49	King of Fighters 2000	Agetec
49	Legacy of Kain: Soul Reaver 2	Eidos
41	Mr. Driller 2	Namco
42	NappleTale •	Sega
50	Planet Harrier	Sega
44	Planet of the Apes	Fox
45	Rent A Hero No. 1 •	Sega
50	Samba De Amigo 2001	Sega
51	Seaman 2001 Edition •	Sega
52	The Seven Secret Mansions	Koei
53	Shenmue Chapter 2	Sega
54	Sonic Adventure 2	Sega
41	Toy Racer	Sega
42	Vampire Chronicles •	Capcom
44	Virtua Cop 2 •	Sega
44	Virtua Striker 3	Sega

GAME BOY COLOR JANUARY

1	Antz Racing	EA
2	Barbie Pet Rescue	Mattel
3	Batman Chaos in Gotham	Ubi Soft
4	Croc 2	THQ
5	Dinosaur'us	EA
6	Dragon's Lair	Capcom
7	Frisbee Golf	Vatical
8	Inspector Gadget	Ubi Soft
9	Legend of the River King 2	Natsume
10	Lego Racers	Lego
11	Lego Stunt Rally	Lego
12	Loony Tunes Collector Alert	Lego
13	Loony Tunes Racing	Infogrames
14	Mario Tennis	Nintendo
15	Mega Man Xtreme	Capcom
16	Metal Walker	Capcom
17	Microsoft Entertainment Pack	Electro Source
18	Microsoft Pinball Arcade	Electro Source
19	Mission Bravo	Mattel
20	Pocket Racers	Interplay
21	Powerpuff Girls Battle Him	BAM
22	Return of the Ninja	Natsume
23	Rocketts Sleep Over	Mattel
24	Sesame Street Sports	New Kid Co.
25	Tech Deck Skateboarding	Activision
26	Xena	Titus

FEBRUARY

27	Action Man	THQ
28	Aliens: Thenatos Encounter	THQ
29	ESPN National Hockey Night	Konami
30	Flintstone's Burgertime in Bedrock	Electro Source
31	Hercules	Titus
32	Indiana Jones	THQ
33	Lufia •	Crave
34	Matchbox Emergency Patrol	Mattel
35	Mat Hoffman's Pro BMX	Activision
36	Monster Force	Konami

MARCH

37	Rocket Power	THQ
38	The Simpsons: Treehouse of Horror	THQ
39	Sponge Bob	THQ
40	V.I.P.	Ubi Soft

POSSIBLE IN 2001

42	Alone In the Dark: The New Nightmare	Infogrames
42	Card Heroes •	Nintendo
44	Castlevania II	Konami
45	Command Master	Enix
46	Crusaders of Might & Magic	3DO
47	Dino Crisis	Capcom
48	Dragon Quest III	Enix
49	The Legend of Starfie	Nintendo
50	Merlin	EA
51	Monster Tactics	Nintendo
52	Phantom Zona	Nintendo
53	Pocket King	Namco
54	Pokémon Crystal	Nintendo
55	Robin Hood	EA
56	Roswell Conspiracies	Redstorm
47	Star Dcean: Blue Sphere	Enix
58	Tales of Fantasia	Namco
59	The World Is Not Enough	EA
60	Wizardry	Agetec
61	Wizardry 2	Agetec
62	Wizardry 3	Agetec
63	The Legend of Zelda: Mysterious Seed of Power	Nintendo

DYNASTY WARRIORS 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.

Unlock BGM Test—**L1, L1, L1, R1, R1, R1, L2, R2**

Unlock Opening Edit—**R2, R2, R2, L2, L2, L2, R1, L1**

Unlock Wei Kingdom characters—□, □, □, □, **R2, R2, R1, R1**

MIDNIGHT CLUB

Unlock Smuggler's Run *Buggy*

First, you must start a game of *Midnight Club* with a memory card in your PlayStation 2 containing a save file from *Smuggler's Run*. Next, at the "Vehicle Select" screen, the *Smuggler's Run* Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

MOTOGP

Internet Ranking Password

At the main menu, select "SAVE/LOAD," then select "RECORDS." Next, select "TIME TRIAL." Finally, hold **L1 + R1 + L2 + R2** and press **SELECT**. A password will appear next to each time that you previously obtained in Time Trial. However, if you don't have any lap times obtained in Time Trial, no passwords will appear. You can use the password to submit your best times to Namco's official time attack contest on the Internet. The game's ranking submission page can be found at http://www.namco.co.jp/home/cs/ps2/motogp/ranking-world/.

NHL 2001

Hidden Players

At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt, press X and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player.

ED BELFOUR
ROB BLAKE
PAVEL BURE
PETER FORSBERG
DOMINIK HASEK
JAROMIR JAGR
OLAF KOLZIG
JEAN-FRANCOIS LABBE
NICKLAS LIDSTROM
OWEN NOLAN
SANDIS OZOLINSH
CHRIS PRONGER
DALE PURINTON
PATRICK ROY
GARTH SNOW
KEITH TKACHUK
TERRY VIRTUE
JOHAN WITEHALL
STEVE YZERMAN

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first battle that takes place after the code is entered.

Unlock all fighters and special outfits (press the □ button to cycle through each fighter's different outfits)—Press **Left, Left, Right, R2, Left, Right, Right, R1, R1, R2.**

Faster gameplay—Press **Right, Right, Up, Down, Right,** then **R1** four times, then **R2.**

Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right,** then **R1** 19 times, then **R2.**

Christmas boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** eight times, then **R2.**

Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** seven times, then **R2.**

Halloween boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** six times, then **R2.**

Independence Day boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** five times, then **R2.**

Easter boxing ring—Press **Right, Up, Down, Down, Down,** then **R1** four times, then **R2.**

St. Patricks Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R1, R2.**

Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R2.**

New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R2.**

See the Ending—Press **Right, Right, Right, Down, R1, R2,** then exit to the main menu if you're not already there.

Championship fight vs. Rumbleman—Press **R2, Down, Right, Up, Left,** then **R1** six times, then **R2,** then **R1, R1, R2.**

Zombie boxer—Press **Left, Up, Right, Down, R1, R1, R2.**

Big gloves—Press **Left, Right, Up, Down, R1, R2.**

Extra fat boxer—Press **Right, Right, Up, Down, Right, R1, R1, R2.**

Extra thin boxer—Press **Right, Right, Up, Down, Right, R1, R2.**

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either **L1** or **R1** to cycle through various effects that alter the appearance of the screen.

Analog Brake/Accel./Steering Display

First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. Now, at any time during gameplay, hold **SELECT** for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Ppress **SELECT** again to turn the display back off.

SMUGGLER'S RUN

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press **START** again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease; you can enter each one up to three times for an increased effect. For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity; watch them float away!

Invisibility—**R1, L1, L1, R2, L1, L1, L2**

Speed up—**R1, L1, L2, R2, Right, Right, Right**

Speed down—**R2, L2, L1, R1, Left, Left, Left**

Real world gravity—**L1, R1, R1, L2, R2, R2**

Wizard of Oz Mode—**R1, R2, R1, R2, Up, Up, Up**

SSX

Secret Codes

At the "Select Mode" screen, press □ to enter the options screen. For all of the codes below, you must hold **L1 + R1 + L2 + R2** while inputting each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits, characters—**Down, Left, Up, Right,** X, O, △, □

Maximum attributes for all characters—X, X, X, X, X, X, X, □

Running Mode—□, △, O, X, □, △, O, X

Read all hints—O, X, O, X, O, X, O, X

SWING AWAY GOLF

Unlock Extra Golfers

At the main menu, press **L2, R2, L2, R2, Up, Right, Down, Left, L1, R1.** You'll hear a special sound effect after entering the code correctly. Next, when you start any new game, three additional golfers will be available.

X SQUAD

Ultimate Code

At the title screen, press O, O, O, O, △, □, □, □, □. A graphic will appear at the top of the screen to confirm. Next, select "New Game." You'll start with all of the game's weapons and tons of items.

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C◆ and press the R button. Now point the analog joy stick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the C◆ button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the R button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold A + B. When the announcer says, "Set, Ready, GO!" release the B button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

ALL-STAR BASEBALL 2001

Secret Codes

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A message will appear when you enter a correct code.

Aluminum bats—H O L L O W B A T S
Ball trail mode—W L D W L D W S T
Big ball mode—B C H B L K T P T Y
Dark stadium—W T O T L
Foggy stadium—M Y E Y E S
Tiny players—T O M T H U M B
Players fly back to the dugout when they're out—F L Y A W A Y

ARMORINES: PROJECT S.W.A.R.M.

Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

Invincibility—G O D L Y
All weapons—L O A D E D
Unlimited ammo—S O R T E D
Fast run—S O N I C
Pen and ink mode—S K E T C H Y
All missions—S K I P P Y
Female Trooper (Multiplayer only)—G O D D E S S
All above cheats—G O L D E N P I E
Hive Guard Bug (Multiplayer only)—L E G G Y
Volcano Guard Bug (Multiplayer only)—R U B B E R
Egypt Worker Bug (Multiplayer only)—C L A W
Hive Worker Bug (Multiplayer only)—U G L Y

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press R, C◆, Right, Up, A. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

M M L V S R M—Max. Ammo
N S R L S—All weapons
D R V L L V S M M—Mini mode
T H D T S T—Display programmers' debug info on screen
P L S T R L V S V G—Play as Plastro
G R N G R L R X—Play as Vikki
T N S L D R S—Play as Tin Soldier

Level Passwords

Spy Blue—T R G H T R
Bathroom—T D B W L
Riff Mission—M S T R M N
Forest—T L T R T
Hover Mission—S C R D C T
Thick Mission—S T P D M N
Snow Mission—B L Z Z R D
Shrap Mission—S R F P N K
Fort Plastro—G N R L M N
Scorch Mission—H T T T R T
Showdown—Z B T S R L
Sandbox—H T K T N
Kitchen—P T S P N S
Living Room—H X M S T R
The Way Home—V R C L N

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Tin Soldier—T N M N
Mini Mode—D R V L L V S M M

Level Codes

Enter these codes at the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Bridge—F L L N G D W N
Fridge—G T M L K
Freezer—C H L L B B
Inside Wall—C L S N G N
Graveyard—D G T H S
Castle—F R N K N S T N
Tan Base—B D B Z
Revenge—L B B C K
Desk—D S K L B
Bed—G T S L P
Town—S M L L V L L
Cashier—C H R G T
Train—N T B R T
Rockets—R D G L R
Pool—F S T N L S
Pinball—W H S W Z R D

ASTEROIDS HYPER 64

Unlock Classic Asteroids + More

At the main menu, hold L and press C◆, C◆, C◆, C◆, A, C◆, C◆, C◆, C◆, START. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press **START** to pause, then hold L and press C◆, C◆, C◆, C◆, B, A, C◆, C◆, C◆, C◆, **START**. Extra options will become immediately available in the pause menu.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

A L L D L A K E S—All lakes available
A L L D C A S H—Extra money
A L L D F I S H—Extra fish in live well
B A G D S N A G S—No snags while fishing
H E A D A D B I G A—Fisherman has a big head
H Y P E R B O A T—Faster boat
W H A T A D R A G—Slower boat
R U B A D U B D U B—Boat becomes a bathtub
I W I N I W I N—Win tournament
N O P E N A L T Y—No penalty for changing lures during tournament
S U P E R S T R I N G—Unbreakable line
H A P P Y F I S H—More active fish
M O N D O F I S H—Bigger fish
F I S H M A N—All fish have Al Lindner's head
W H E R E D F I S H—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed
S U P E R L U R E—Adds the "Super Lure" to your inventory
S I L L Y S O U N D—Silly sound effects

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

M S T S R V V—Invincibility
C R S T L C L R—Invisibility
L T S F B L L T S—Unlimited ammo
L V F R V R—Unlimited lives
P L V R Z M—All weapons
F R G 2—Giant frogs randomly roam the streets
T D Z—Queen Lords are replaced by toads
W M N R S M R T R—Unlock Storm Ravens gang
L T S L T S G N G S—Select any gang in Campaign mode
C D P L T—Run Story (allows you to view the entire story of the game)
C J S K P F L G M H—Level code (play on State Street in Chicago, IL)
C N C T H R T M—"Trippy mode"
H V R L—"Hurl mode"

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press A + B simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen:

All Weapons—R C K T S R D G L R
Invulnerability—H P P Y H P P Y
Custom Gang Unlocked—T R D D Y B R R K S
Brandon Gang Unlocked—N N K N H C K S
Secret Level Unlocked—W R D R B
Level Select—8 D D Y S

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully.

Free buildings—Hold Z, press A, B, A, B
Free satellite—Hold Z, press B, C◆, C◆, A
Infinite ammo—Hold Z, press L, R, L, R
Infinite armor—Hold Z, press Up, Right, Down, Left
Unlock all missions in Single Player Pilot or Commander Mode—Hold Z, press C◆, C◆, C◆, C◆, START

BEETLE ADVENTURE RACING

Cheat Menu

Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!". Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race; the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen; you'll find a new option called "Cheats" at the bottom. Each Item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of these crates are very well hidden, so you're going to have to do a lot of searching to find them.

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—A, C◆, C◆, C◆, Left
Restore health—Down, **Up**, Right, A, B, Left, C◆
All artifacts—Up, C◆, C◆, Z, Up, Left
Dancing Adam—Down, **Up**, C◆, Down, C◆, C◆
Bad Adam—C◆, C◆, A, C◆, C◆, Left
Tall Adam—B, A, C◆, A, C◆, A
Short Adam—Down, C◆, A, Right, Z
Kill Adam—B, Left, C◆, C◆, Down
Blouse cheat—Z, C◆, C◆, B, Left, C◆
Access all weapons—A, Right, C◆, C◆, C◆, A, Left
More powerful weapons—C◆, C◆, **Up**, Z, Z, Left, C◆
Surreal Mode—C◆, **Up**, Right, Right, C◆, A, Left
Change Nearest Harvester into Mutant—C◆, **Up**, Z, Z, C◆, Right
Fat Legged Aliens—Left, A, Right, Down

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

T&T Tunes

Tekken Tag Tournament
Direct Audio
TOKYOPOP Soundtrax
UPC# 6-45573-02032-3

Over the past few years there's been a huge increase in the variety of styles of video-game music. At least for electronic game music (as opposed to VG music that's written for traditional instruments), some years ago one could practically tell what continent the music came from just by listening to it. It seemed like VG music that came from Japanese, American or European developers each had almost their own mutually exclusive domain of style. But in the past few years or so, that has certainly changed. While there is no well-defined criteria for deciding whether a piece of VG music is Japanese or American or what have you, however blurry the lines were beforehand, it's even more so now.

The *Tekken Tag Tournament* soundtrack is perhaps one of the best examples of this new mix of music styles. It seems like you even get a real good mix in the quality department—in terms of composition, anyway. Some tracks are amazing. For example track #1 (Opening Movie) beautifully mixes an acoustic piano with a rapid-fire techno beat. Don't misunderstand, it's not the goofy, predictable piano that is characteristic of what I consider bad techno. The melody and rhythm sound great by them-

Character Select
Start the game in Puzzle Game mode. When the map screen appears, press **Left**, **Left**, **Up**, then hold **Down**, hold **R** and press **L**. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press **A** or **START** to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

Another World
At the title screen—while the words "Press Start" are flashing—press **B**, **Left**, **Right**, **B**. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK

Secret Options Menu
At the title screen—when the words "Press **START** Button" are flashing—hold the **Z** button and press **Right**, **Left**, **Up**, **Down**, **A**, **B**, **START** (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

COMMAND & CONQUER

Select Any Mission
At the title screen, press **B**, **A**, **R**, **R**, **A**, **C⊕**, **Up**, **Down**, **A** quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press **L**; a list of all the missions in the game will appear.

CRUIS'N USA

Secret Stages
At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:
Golden Gate Park (lower-left corner)—Hold **L** + **C⊕** + **C⊕**
San Francisco (lower-right corner)—Hold **L** + **C⊕** + **C⊕**
Indiana (upper-right corner)—Hold **L** + **C⊕** + **C⊕**

Secret Vehicles
At the "Choose Car" screen, press and hold the **C⊕**, **C⊕** and **C⊕** buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A**, **Z** or **START** to confirm your choice.

Lights + Siren
Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing **Brake**, **Brake**, **Accelerate** (hold the **Accelerate** button.)

CYBERTIGER

Unlock Characters & Courses
From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press **A** to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.
Unlock alternate Lilliger—Prodigy
Unlock Marvin the alien—Ufo
Unlock Kimmi—Rapper
Unlock Starr—Retro
Unlock Festus—Goldgr
Unlock Delvis—Delvis
Unlock Cindy—Instyle
Unlock Bobby—Brat
Unlock Twfan—Cybertw
Unlock Eagumer—Willi
Unlock Robert—Ice
Unlock Bengal—Tigerrrr
Unlock Traci—Safari
Unlock Volcano course—Sthelens

DARK RIFT

Fight Demitron
At the title screen—when the words "PRESS START" are flashing—press **Up**, **C⊕**, **R**, **Right**, **Down**, **B**, **B**, **B**, **C⊕** to warp to a one-player Demitron vs. Demitron battle.

Boss Codes
At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:
Sonork—**L**, **R**, **C⊕**, **C⊕**, **C⊕**, **C⊕**
Demitron—**A**, **B**, **R**, **L**, **C⊕**, **C⊕**
You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings
As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:
Aaron's Ending—**Up**, **C⊕**, **R**, **Right**, **Down**, **R**, **R**, **C⊕**
Demonica's Ending—**Up**, **C⊕**, **R**, **Right**, **Down**, **R**, **R**, **C⊕**
Demitron's Ending—**Up**, **C⊕**, **R**, **Right**, **Down**, **L**, **L**, **C⊕**
Eve's Ending—**Up**, **C⊕**, **R**, **Right**, **Down**, **R**, **R**, **C⊕**
Gore's Ending—**Up**, **C⊕**, **R**, **Right**, **Down**, **R**, **R**, **C⊕**
Morphix's Ending—**Up**, **C⊕**, **R**, **Right**, **Down**, **R**, **R**, **B**
Nikki's Ending—**Up**, **C⊕**, **R**, **Right**, **Down**, **R**, **R**, **A**
Scarlet's Ending—**Up**, **C⊕**, **R**, **Right**, **Down**, **L**, **L**, **C⊕**
Sonork's Ending—**Up**, **C⊕**, **R**, **Right**, **Down**, **L**, **L**, **C⊕**
Zenmuron's Ending—**Up**, **C⊕**, **R**, **Right**, **Down**, **L**, **L**, **C⊕**

DEADLY ARTS

Secret Characters
At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:
Gouriki—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**
Reiji—**A**, **B**, **Right**, **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**
You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick
To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.
To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes
Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).
ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*
WHOOIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password
Enter the following password to start on Level 1 with all of the weapons in the game:
?TJL BDFW BFGV JVVB
With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press **A** C button to warp there.

DUKE NUKEM 64

Cheat Codes
(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left**, **Left**, **L**, **L**, **Right**, **Right**, **Left**, **Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):
• Invincibility On/Off—Press the **R** button seven times, then press **Left**
• Monsters On/Off—Press **L**, **C⊕**, **Left**, **R**, **C⊕**, **Right**, **Left**, **Left**
• All Items On/Off—Press **R**, **C⊕**, **Right**, **L**, **C⊕**, **Left**, **C⊕**, **Right**
• Level Select—Press **L**, **L**, **L**, **C⊕**, **Right**, **Left**, **Left**, **C⊕**
With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

DUKE NUKEM: ZERO HOUR

Cheat Codes
Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.
First Person Mode—**Down**, **Down**, **A**, **Z**, **Z**, **Left**, **A**
Action Nukem Mode—**Down**, **Down**, **A**, **Z**, **Z**, **Left**, **A**
Start with infinite ammo—**C⊕**, **C⊕**, **C⊕**, **C⊕**, **L**, **R**
Start with infinite ammo Freezer—**Down**, **Up**, **A**, **L**, **R**, **Z**
Extra Multiplayer Characters Group 1—**A**, **L**, **R**, **Left**, **B**, **Down**, **Up**
Extra Multiplayer Characters Group 2—**B**, **A**, **A**, **R**, **L**
Extra Multiplayer Characters Group 3—**L**, **L**, **Up**, **Down**, **R**, **B**, **A**
Extra Multiplayer Characters Group 4—**B**, **B**, **B**, **R**, **Left**, **A**
Extra Multiplayer Characters Group 5—**Right**, **B**, **Left**, **L**, **A**, **Z**
Extra Multiplayer Characters Group 6—**Up**, **Down**, **B**, **A**, **A**, **Left**

EXCITEBIKE 64

Cheat Codes
From the main menu, hold **L** + **C⊕** + **C⊕** and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:
Invincibility—MOWER
Transparent riders—XLURIDER
Debug mode—IMGOINGNOW
Odd color mode—ROTCOLS
All stunts unlocked—TRICKSTER
Big head mode—BLAHBLAH
Invisible riders—INVISRIDER
Mirror mode—YADAYADA
Night mode—MIDNIGHT
Stunt bonuses—SHOWOFF
Pinhead mode—PINHEAD
"Beat This!" enabled—PATWELLS
See team photo during "Credits" sequence—UGLYMUGS

EXTREME-G

Cheat Codes
At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of

selves. Put together, it's absolute genius. Tracks like that are what you buy entire albums for. Too bad it's so short—just over a minute long. Most of the other tracks on the album are about three minutes long, but they just don't have the explosive impact of this first one. Unfortunately, many of these are too heavy rhythmically and highly repetitive. If that's your bag then it's cool, but hard repetitive rhythm is not my idea of good music.

Which brings me to another point. Video-game music by itself raises a number of interesting issues that just don't occur with motion picture soundtracks or straight-up albums. Some VG music sounds good when you're playing the game, and if you listen to it all by itself it still sounds good. Well, duh. Obviously. But then there is some VG music that sounds great while playing the game, but if you listen to it by itself, it's terrible! The opposite doesn't usually happen. However, you might notice that you actually like some VG music better than you thought you did when listening it out of context of the game for the first time. You might hear parts of melodies you never noticed while you were in the middle of gameplay. For fighting games it can go either way, and for *Tekken Tag Tournament*, the music is just not satisfying to listen to all by itself. Since most parts of the game are very short, the music seems purposefully designed with this high degree of repetition. Besides the first one, the most interesting tracks are #11 (Ogre's stage), #15 (Xiaoyu's stage) and #21 (Staff Roll). The rest is just a cacophonic mess.

—Ara Shirinian

the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RASO—With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

XGTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 XG 2

Cheat Codes

At the vehicle select screen, press R to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into *WipeOut*-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"*Tron*" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

RASO—With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL—Makes the screen rotate continuously during a race

SPYEYE—Overhead camera angle

XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed

F1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press A. Next, highlight the "Edit Name" option and press A twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press A when you are finished entering the name. If you press B, you will exit out of the "Edit Name" function and the driver's name will not be changed.

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".
- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".
- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special!" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.
- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.
- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".
- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press L, Z, R, C◀, C▶, C▲, C▼, START; you'll hear a signal to confirm. Now the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press L + R + C▶ + C▼; all of the vehicles will shrink.

FIRE DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press Left 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press Right 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

- Turbo Crazy Mode—B, B, R, Up, Left, Down, C▶, C◀
- Psychidelic Mode—A, R, Left, Right, Down, C◀, C▶, C▼
- Wireframe Mode—L, L, R, Z, Left, Right, C◀, C▶
- Gore Mode—Z, Down, C◀, C▶, C▶, C▶, C▶, C▼
- Stealth Mode—Up, Up, Up, Up, Right, Down, C▶, C▶
- Infinite Primary Weapon—A, R, Z, Right, C◀, C▶, C▶, C▼
- Infinite Secondary Weapon—B, B, Z, Left, Left, C▶, C▶, C▶
- Infinite Weapon Energy—L, Z, Left, Right, Down, Down, C▶, C▼
- Infinite Titans—A, B, L, Up, Up, C◀, C▶, C▶
- Infinite Solaris—B, L, L, Z, Up, Down, C◀, C▶
- Kill Enemies with One Shot—B, B, B, L, R, Left, Down, Down
- Freeze Enemies—R, Z, Right, Right, C▶, C▶, C▶, C▼

GLOVER

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes using the C buttons:

Level select—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Open portals—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Open levels—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Locate Garibs—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Call ball—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Checkpoints—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Infinite lives—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Powerball—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Control ball—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Infinite energy—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Enemy ball—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▼
Low gravity—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Big ball—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▼
Fisheye—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Camera rotate R—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Camera rotate L—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Mad Garibs—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Death spell—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Frog spell—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Hercules—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Speed up—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▼
Boomerang ball—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▼
Vanish ball—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Froggy—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
Secret cheat—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶
All cheats off—C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▼

GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick

In-Game Codes

Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.

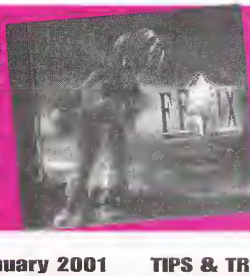
- Invincibility
1) Hold L and press Down
2) Hold R and press C▶
3) Hold R and press C◀
4) Hold L and press Right
5) Hold L and press C▼
6) Hold R and press C◀
7) Hold L and press Right
8) Hold R and press Down
9) Hold L and press Left
10) Hold L + R and press C▶
- All Guns
1) Hold L + R and press Down
2) Hold L and press C◀
3) Hold L and press C▶
4) Hold L + R and press C◀
5) Hold L and press Down
6) Hold L and press C▼
7) Hold R and press C▼
8) Hold L + R and press C▶
9) Hold R and press Up
10) Hold L and press C◀
- Maximum Ammo
1) Hold L + R and press C▶
2) Hold R and press Up
3) Hold R and press Down
4) Hold R and press Down
5) Hold L + R and press C▶
6) Hold L + R and press Left
7) Hold R and press Down
8) Hold R and press Up
9) Hold L + R and press C▶
10) Hold R and press Left

Easy Cheat Options

Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen. Please note that if you have not previously earned any of these cheats by playing through the game normally, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options.

- Paintball
1) Hold L and press Up
2) Press C◀
3) Hold R and press Right
4) Hold L + R and press C◀
5) Hold L and press Up
6) Hold R and press C▼
7) Hold L and press C▼
8) Hold L + R and press C▼
9) Hold L + R and press Up
10) Hold L and press C▼
- Invincibility
1) Hold R and press Left
2) Hold L and press Down
3) Press Left
4) Press Up
5) Press Down
6) Hold R and press C◀
7) Hold L and press C◀
8) Hold L + R and press Left
9) Hold L + R and press Right
10) Hold L and press C◀
- DK Mode
1) Hold L + R and press Up
2) Press C▶
3) Hold R and press Left
4) Hold R and press Up
5) Press Up
6) Hold R and press Right
7) Press Up
8) Hold L + R and press C▶
9) Hold L + R and press Down
10) Hold L + R and press C◀

T&T Tunes



***Final Fantasy IX:* Uematsu's Best Selection**
TOKYOPOP Soundtrax
UPC# 6-45573-02012-5

Here's another video-game soundtrack published by TOKYOPOP Soundtrax. It's always great to see music CDs like this one being published stateside. Even if they are far and few between, which has been the case thus far, one always hopes that the next soundtrack will firmly ground the game music market in America once and for all. All it takes is one soundtrack to sell like crazy, and you'll see the deluge approaching from not far behind. Whether consumers in this country are ready for it or not is another issue, but it will take a very popular game like the *Final Fantasy* series to do it, if it can happen at all.

At the very least, each time it's a small step forward as we struggle to catch up with Japan. Over there, the *Final Fantasy IX* soundtrack took up four CDs! This domestic release is a selection of 33 tracks on one CD. I don't know if composer Nobuo Uematsu personally selected each track, but it does seem to be a fairly representative sample of all the themes in the game. In general, RPG music has a tendency to be boring, following suit from the cookie-cutter approach taken by most Japanese RPGs. There's the rockin' "oh we're fighting" theme, the goofy upbeat "oh we're in a town now" theme, the spooky "oh now we're in the mysterious

• 2x Grenade Launcher
1) Hold R and press Down
2) Hold R and press Up
3) Press Right
4) Hold L + R and press C▼
5) Hold L and press Right
6) Hold R and press Left
7) Press Left
8) Press Down
9) Press Up
10) Hold R and press C▼
• 2x Rocket Launcher
1) Hold R and press Right
2) Hold L and press Up
3) Press Down
4) Press Down
5) Hold R and press C▼
6) Hold L and press Left
7) Hold L and press C◀
8) Hold R and press Up
9) Hold R and press Down
10) Hold R and press C◀
• Turbo Mode
1) Hold L and press Down
2) Hold L and press C▼
3) Hold L + R and press Up
4) Hold R and press C▼
5) Press Left
6) Hold R and press Down
7) Hold L and press C▼
8) Press Up
9) Hold R and press Down
10) Hold L and press Right
• No Radar (Multi)
1) Hold R and press Up
2) Press C▼
3) Press C◀
4) Press C▲
5) Hold L and press Down
6) Hold R and press Up
7) Press C◀
8) Press Right
9) Hold R and press Left
10) Hold R and press Right
• Tiny Bond
1) Hold L + R and press Down
2) Hold R and press Down
3) Hold L and press C▼
4) Press Left
5) Hold R and press C◀
6) Hold L + R and press C▼
7) Press Right
8) Press Down
9) Hold R and press C▼
10) Hold R and press Right
• 2x Throwing Knife
1) Hold R and press C◀
2) Hold L and press Left
3) Press Up
4) Hold L + R and press Right
5) Press Right
6) Hold L + R and press C◀
7) Hold L + R and press C◀
8) Hold R and press Down
9) Hold R and press Left
10) Hold R and press C◀
• Fast Animation
1) Hold L and press C▼
2) Hold L and press C◀
3) Press C▼
4) Press C▶
5) Press C◀
6) Hold L + R and press Right
7) Press C▶
8) Hold L + R and press Up
9) Hold R and press C◀
10) Hold L and press Left
• Bond Invisible
1) Hold L + R and press C◀
2) Hold L + R and press C▶
3) Hold L and press C◀
4) Hold R and press C◀
5) Hold R and press Right
6) Hold L + R and press Left
7) Hold L and press Right
8) Press Left
9) Hold L + R and press C◀
10) Hold L and press Down
• Enemy Rockets
1) Hold L + R and press C▼
2) Press C◀
3) Hold R and press C▼
4) Press C▼
5) Press C▼
6) Hold L + R and press C▼
7) Hold L + R and press Up
8) Press C▼
9) Hold R and press Up
10) Hold L and press Up
• Slow Animation
1) Hold L + R and press Left
2) Hold L + R and press Left
3) Hold L + R and press Down
4) Hold L + R and press Left
5) Press C▶
6) Hold L + R and press Down
7) Hold L + R and press Down
8) Hold L and press Down
9) Press C◀
10) Press C▶
• Silver PP7
1) Hold L and press Left
2) Hold L + R and press Up
3) Hold L and press Right
4) Hold L + R and press Up
5) Hold L + R and press C◀
6) Hold L + R and press Left
7) Hold L + R and press Down
8) Press C▶
9) Hold L + R and press Right
10) Hold L + R and press Left
• Activate 2x Hunting Knife
1) Hold R and press C▼
2) Hold L and press Right
3) Hold R and press C▶
4) Hold R and press Right
5) Hold L + R and press Right
6) Hold L + R and press Up
7) Hold L and press Down
8) Hold R and press Left
9) Hold L and press Right
10) Hold L and press C◀
• Infinite Ammo
1) Hold L and press C▶
2) Hold L + R and press Right
3) Press C▶
4) Press C◀
5) Hold R and press Left
6) Hold L and press C▶
7) Hold L + R and press Left
8) Hold L + R and press C▼
9) Hold L and press Up
10) Press C▶
• 2x RC-P90
1) Press Up
2) Press Right
3) Hold L and press Left
4) Hold R and press Down
5) Hold L and press Up
6) Hold L and press C▶
7) Hold L and press Left
8) Press C▶
9) Press C▶
10) Hold L + R and press Down
• Gold PP7
1) Hold L + R and press Right
2) Hold L + R and press Down
3) Hold L and press Up
4) Hold L + R and press Down
5) Press C▶
6) Hold R and press Up
7) Hold L + R and press Right
8) Hold L and press Left
9) Press Down
10) Hold L and press C▼
• 2x Laser
1) Hold L and press Right
2) Hold L + R and press C◀
3) Hold L and press Down
4) Hold R and press Left
5) Hold R and press Down
6) Hold L and press Right
7) Press C▶
8) Press Right
9) Hold R and press Right
10) Hold L + R and press Up
• All Guns
1) Press Down
2) Press Left
3) Press C▶
4) Press Right
5) Hold L and press Down
6) Hold L and press Left
7) Hold L and press Up
8) Press C▶
9) Press Left
10) Press C▼

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

1) Hold L + R and press C▶
2) Hold L and press C▲
3) Hold L + R and press Left
4) Hold L and press Right
5) Hold R and press Down
6) Hold L + R and press C▶
7) Hold L and press C▶
8) Hold L + R and press C▶
9) Hold L + R and press C▼
10) Hold L and press Down

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time:

Race at night—C▶, C▲, C▼, C▼, C▶, C▶, C▶, C▶
Mirror mode—Z, R, Z, Z, R, Z, R, Z, Z
Unlimited Turbos—C▶, Z, C▶, C▶, R, C▶, Z, C▶
Transparent vehicles—C▶, Z, Z, C▶, C▶, R, C▼, C▶
Transparent scenery—C▶, Z, C▼, C▶, C▶, Z, C▼, C▶

Passwords

Highlight "Sign In" at the main menu and press Left or Right to access the Password option. Enter any of the following passwords to unlock different features:

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GOBABY—Gives you a maxed-out turbo meter
2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

INDY RACING 2000

Secret Codes

At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly. You may press START at any time while in the gallery to return to the game.

All Gold Cup cars—Y O U _ D A _ M A N
Gallery—W O O D Y _ C O O K I E S

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu

At the main menu, press L, C▶, L, C▶, L, C▼, C▶, C▼. If you input the code correctly, a cheats menu will immediately appear.

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

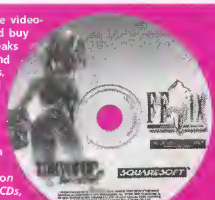
More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access

cave/forest/etc. type area" theme, the "oh crap here comes a really evil bad guy" theme, and so on and so forth. Those rabid fans may say otherwise, but great RPG soundtracks are not easy to find.

While Uematsu has the experience to avoid many of these pitfalls, the end result is mixed. Some of the tracks are in his unmistakable distinctive style, like #6, #7, #15 and #29. They come out sounding much better than the ones that aren't quite as "Uematsu-ish." He seems to be exploring new music styles in tracks like #4, #14, #16 and #22, but it just ends up sounding either generic and uninteresting or awkward and lumbering. No doubt the *Final Fantasy* series is the most popular RPG that Square has to offer, and no doubt Nobuo Uematsu is their most famous composer. But in the same way that there are much better Square RPGs than *Final Fantasy*, there are also composers who have written much better music for Square. Hitoshi Sakimoto (*FF Tactics*, *Vagrant Story*) and Yasunori Mitsuda (*Chrono Trigger*, *Xenogears*, *Chrono Cross*) come to mind. There is certainly some excellent music here, and it's certainly a good soundtrack when compared to everything else out there, but it doesn't have that emotional spark of a truly great work of video-game music. However, whether you or I think this CD is good or not, if you like video-game music you should buy it anyway. Nothing speaks louder about the demand of a product than sales. Let your voice be heard and tell those publishers that you want more video-game sound tracks!

—Ara Shirinian



For more information on TOKYOPOP Soundtrax CDs, contact Electro Source, LLC at (323) 234-9911.

the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press **Z**, **L**, **A**, **Z**, **A**, **R**. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding Up or **Down** when you press a button to select your character as follows:

Castle Stage—Hold Up and press **B**
Jungle Stage—Hold Up and press C◀
Spaceship Stage—Hold Up and press C▲
Stonehenge Stage—Hold Up and press **A**
Museum Stage—Hold **Up** and press C▼
Helipad Stage—Hold Up and press C▶
Bridge Stage—Hold **Down** and press **B**
Dungeon Stage—Hold **Down** and press C◀
Street Stage—Hold Down and press C▲
Dojo Stage—Hold **Down** and press **A**
Spinal Ship Stage—Hold **Down** and press C▼

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold **Up** and press **B**
Maya Tune—Hold Up and press C◀
Glacius Tune—Hold Up and press C▲
Tusk Tune—Hold **Up** and press **A**
Fulgore Tune—Hold Up and press C▼
Orchid Tune—Hold **Up** and press C▶
Jago Tune—Hold **Down** and press **B**
Gargos Tune—Hold **Down** and press C◀
T.J. Combo Tune—Hold **Down** and press C▲
Kim Tune—Hold **Down** and press **A**
Spinal Tune—Hold **Down** and press C▼

Secret Stage

In two-player mode, have both players choose their fighters by holding **Down** and pressing C▼; you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

KNOCKOUT KINGS 2000

Big Gloves Mode

In the middle of a game, press **START** to pause and press C▲, C▼, C▲, C◀, C▼. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be bigger.

Big Head Mode

In the middle of a game, press **START** to pause and press C◀, C▶, C◀, C◀, C▶. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' heads will be bigger.

LEGO RACERS

Cheat Codes

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press **Down** on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.

Only red power-ups available—P G L L R D
Only yellow power-ups available—P G L L Y L L
Only green power-ups available—P G L L G R N
Only grappling hook power-ups available—R P C R N L Y
Highest power-up level always active—M X P M X
Faster game—F S T F R W R D
Car doesn't slow down on rough terrain—N S L W J
Flying turbo boost always active—F L Y S K Y H I G H
Remove wheels from car—N W H L S
Remove chassis from car—N C H S S S
Remove driver from car—N D R V R
Open mirror version of Rocket City Run—L N F R R R M
Disable all cheats—N M R C H T S

LODE RUNNER 3-D

Unlock Worlds

While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold **Z** and press **R**, **B**, **A**, **B**, **A**, C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold **Z** and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MACE: THE DARK AGE

Play as War Mech and Ichiro

When the "Parental Advisory" screen appears just after you turn the system on, press **Down**, **Right**, Up, **Left** on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor

Enter the following code at the character-select screen:

1) Highlight Koyasha and press **START**.
2) Highlight the Executioner and press **START**.
3) Highlight Lord Deimos and press **START**.
4) Highlight Xiao Long and press Quick (**A** or **B** in the default control configuration).

Bunny Slippers

Enter the following code at the character-select screen:

1) Highlight Ragnar and press **START**.
2) Highlight Dregan and press **START**.
3) Highlight Koyasha and press **START**

Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces

Enter the following code at the character-select screen:

1) Highlight Al-Rashid and press **START**.
2) Highlight Takeshi and press **START**.
3) Highlight Mordos Kull and press **START**.
4) Highlight Xiao Long and press **START**.
5) Highlight Namira and press **START**.

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats

During a one-player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to Indicate how many times you've scored a single, double, triple or Tetris.

MARIO GOLF

Code Entry Screen

At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0 E Q S 6 1 G 2—1st Camp, Hyrule Cup
5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO KART 64

Reverse Tracks

If you come In first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.
• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.
• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MARIO PARTY

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.

Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MARIO TENNIS

Secret Ring Tournaments

From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup:

Blockbuster Cup—A R M 6 J Q A R U
Bowser Cup—N 2 4 K B Q N 2 P
Donkey Kong Cup—M M S S M Q M M J
Luigi Cup—M 1 C 2 Y Q M 1 W
Peach Cup—O F 9 X F Q O F R
Mario Cup—A 3 W S K Q A 3 C
MarioTennis.com Cup—4 B H W O R 4 B 2
Nintendo Power Cup—J 6 M 9 P Q J 6 U
Waluigi Cup—L A 9 8 J R L A R
Wario Cup—U O U F M P U O M
IGN64 Tennis Cup—V 2 U F M P U Z M

MICRO MACHINES 64 TURBO

Cheat Codes

Each of the following cheats can be entered while the game is paused. **To** deactivate a cheat, just enter that same code again:

Slow down computer cars—C▶, C▲, C◀, C▼, C▶, C▲, C◀, C▼
Super speed—C▼, C▶, C◀, C▲, C▼, C▼, C▼, C▼
Super jumping ability—**Right**, **Right**, **Down**, **Up**, Down, Left, **Down**, **Down**
Change vehicles—**Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** (This code changes all the vehicles Into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up**, **Down**, **Down**, C◀, C▶, C▶, C▲, C▼. With the Debug code in place, the following options become available:

• Press all four **C** buttons simultaneously to make all of the vehicles on the track explode
• Hold **Z** and move the D-pad to tilt or rotate the camera angle
• Hold **Z** and press **L** or **R** to zoom in or out
• Hold **Z** and press C◀ to have the computer control your car
• Hold **Z** and press C▼ to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

• Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.
• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

• Turbo Mode—C▲, **Z**, C▲, **Z**, C▲
• Big Feet Mode—C▼, **R**, **Z**, C▶, C◀
• Kids Mode—C▼, C▲, **R**, **L**, **Z**
• Start with Uzi Sub Machine Gun—C▶, C◀, C▶, C▼, **R**
• Start with Mini Rocket Launcher—**R**, **L**, C◀, C▶, C▼
• Start with 9mm High Power Gun—**R**, **L**, C▼, C▲, C▲
• Start with 7.65 Silenced Pistol—C▲, **L**, C▶, C◀, C▲

MONSTER TRUCK MADNESS 64

Passwords

Enter the following passwords at the "codes" screen from the main menu:

B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
J M—Gound textures become replaced by "Jim's" face

T&T Anime

Street Fighter Alpha

Coming this January from Manga Video on both VHS and DVD is *Street Fighter Alpha: The Movie*. Ken travels to Japan to reunite with his old friend, Ryu, at their old master's dojo. As Ryu and Ken exchange old stories, an unexpected visitor shows up and introduces himself as Ryu's long-lost little brother, Shun. Shun proves to have superior fighting skills and convinces Ryu and Ken that he indeed shares the same blood as his brother. As the three of them get re-acquainted, Ken notices that Ryu is fighting an inexplicable dark force, known as the Dark Hadou, that burns deep inside of him. A Street Fighter competition gets under way and all of our favorite *Street Fighter* brawlers show up to strut their stuff. Ryu continues to try to hold back his inner nemesis, but the Evil Ryu is hard to contain. During the competition, Shun is kidnapped, leaving Ryu and his friends to hunt down the culprit. Will Ryu ever find his brother again? Can Ryu calm the demons that torture his soul? *Street Fighter Alpha*

Y R D R—All trucks become lowriders
4 0 4 5 6 4 P 8 M → ← D F C ↑ C V 3 2 K C—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu
Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C⊕ + C⊕ in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

Secret Characters
To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:
• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
• Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:
• Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
• Enter "G T T B H R" for infinite lives
• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
• Enter "C R V D T S" to see the credits from the end of the game

Fatality
When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch to punch his or her head off.

Combos
3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Stage Passwords
Wind Stage—T H W M S B
Earth Stage—C N S Z D G
Prison Stage—R G T K C S
Water Stage—Z Y R K D M
Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N
Qhan Chi's Fortress—Z C H R R Y
Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Quan Chi or B to fight Shinnok.

MORTAL KOMBAT TRILOGY

Play as Khameleon
When the "story" screens appear during the game's demo mode, quickly press C⊕, C⊕, A, B, C⊕, C⊕, C⊕. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro
Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn
Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1
After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2
After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3
When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select
At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode
At the character-select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.

Free Play
When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu
When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C⊕, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu
When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C⊕, C⊕, C⊕, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

NAGANO WINTER OLYMPICS '98

Repeat Ending
When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams
At the main menu, highlight either Quick Play or Arcade Play, then, press A + C⊕ at exactly the same moment. At the Team Select Screen, three special teams will become selectable.

Secret Rooms Codes
At the main menu, press C⊕ and C⊕ simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. You'll have to start a game to see the effects.
Big Heads (Away team only)—C⊕, C⊕, C⊕, C⊕, C⊕, A
Big Heads (Home team only)—C⊕, C⊕, C⊕, C⊕, A
Big Heads (Both teams)—C⊕, C⊕, C⊕, C⊕, C⊕, A
Long Necks (Both teams)—C⊕, C⊕, C⊕, C⊕, C⊕, A
Small Players (Away team only)—C⊕, C⊕, A
Small Players (Home team only)—C⊕, C⊕, A
Small Players (Both teams)—C⊕, C⊕, C⊕, A

Secret Player Codes
At the "Team Select" screen, press C⊕ seven times. You'll hear a basketball bounce instead of a buzzer sound when you press C⊕ the seventh time. Then, press C⊕ the number of times indicated below to make all the home team's players be that particular person. You may also select the secret player for the away team by pressing Z and then entering in another code. For example, if you want the home team to be made up of all Kobe Bryants and the away team to be made up of all Minoru Arakawas, press C⊕ seven times, C⊕ three times, Z, C⊕ seven times, C⊕ ten times.
Kobe Bryant—3
Ken Griffey Jr.—4, 19
Random NBA Player—5
Minoru Arakawa—10
Tim Bechtel—11
Steve Bolender—12
John Brandwood—13
David Bridgham—14
Scott Bush—15
Marc Doyal—16
Mike Fukuda—17
Jeff Godfrey—18
Roger Harrison—20
Chick Hearn—21
Robert Hemphill—22
Jim Holdeman—23
Mike Knauer—24
Kevin Kraus—25
Chris Lamb—26
Mike Lamb—27
Stu Lantz—28
Howard Lincoln—29
Ken Lobb—30
James Maxwell—31
Umrao Mayer—32
Arnie Myers—33
Dan Owsen—34
Colin Palmer—35
Tom Prata—36
Ed Ridgeway—37
Henry Sterchi—38
Noah Stein—39
Faran Thomason—40
Gail Tilden—41
Russell Truelove—42
Erich Waas—43
Phil Watts—44
Armond Williams—45

THE NEW TETRIS

Turbo CPU Opponent
Choose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode
Choose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the code Left, Up, C⊕, C⊕, C⊕, C⊕, C⊕, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

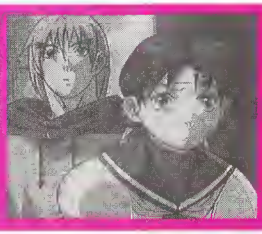
OFF-ROAD CHALLENGE

Secret Tracks
Enter any of the following codes at the "Choose a Track" screen:
• Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.
• El Cajon—Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.
• Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

PAPERBOY

Secret Codes
Enter the following codes at the "Secret Codes" screen.
Hitting turbo gives Super-jump—A L L J U M P
Hitting turbo give s Turbo—G O F A S T
Throw papers backward—B A C K W A R D
Throw papers straight ahead—F R D N T S
Throw papers at random angles—R A N D O M
Throw papers at 90° angles—S I D E S

mainly centers around Ryu, Ken, Shun, Chun-Li and Sakura. There are, however, a number of cameo appearances by other *Street Fighter* characters like Dan, Vega, Zangief, Rolento, Birdie, Sodom and more! Capcom fans will be pleased to see that the art direction is very close to the art style of the *Street Fighter Alpha* games. With all the psionic destruction and weird mutant twists, *Street Fighter Alpha* certainly shows some *Akira* influences. *Street Fighter Alpha* features constant action without any numbing dialogue and it's also a good introduction to the back-story behind the characters of the most famous fighting game of all time. The DVD features many extras like multiple language options, interviews with the voice actors and directors, original Japanese movie trailer, character bios, "The Making of *Street Fighter Alpha*" short film, photo gallery and much more. Available through Manga Video or your local video store!



Jumbled sounds—J U M B L E
View all newspaper headlines when you start training mode—H E A D L I N E
Unlimited health—I N V I N C
Unlimited papers—N O B U N D L E
Tiny paperboy—L I T T L E
Near-sighted paperboy—M A G O O
Unlock all levels—O B V I O U S
Speed up the game—R U S H
Slow down the game—W A K I N G
Moon gravity (jump higher)—M O O N
All non-animated objects scream—S C R E A M
Silly collision sounds—T H U N K
Huge newspapers—S U N D A Y
Time clock is ignored—U N T I M E D

POKEMON PUZZLE LEAGUE

Unlock all Puzzles in Puzzle University
At the title screen, hold Z and press A, B, R, A, A, B, R, A. You'll hear a special sound effect after entering the code correctly.
Start from Lv. 50-99 in Marathon mode
At the title screen, hold Z and press B, A, L, L. You'll hear a special sound effect after entering the code correctly.
Unlock V-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold Z and press L, L, A, B. "V-Hard" will appear on the screen after entering the code correctly.
Unlock S-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold Z and press R, L, A, B. "S-Hard" will appear on the screen after entering the code correctly.
Play in Mewtwo's Stage
When you start a two-player game, at the "Trainer Select" screen, hold Z and press B, Up, L, B, A, START, A, Up, R. The game will imediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.
Unlock all Trainers
When you start a two-player game, at the "Trainer Select" screen, hold Z + L + R on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

QUAKE

Debug Menu
Choose "Load" from the main menu; If you have a controller pak with *Quake* saves, press **B** to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes
Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects:
S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAINBOW SIX

Level Select
From the main menu, select "Quick Start," then enter the password "F Z J F T M R 2 G B R Q" at the following screen and press A. If you entered it correctly a level select screen will appear.
255 Grenades
Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down Z to get ready to throw your last grenade. When the meter on the screen fills completely, let go of Z then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep Z held down and in a few seconds your grenade stock will be 255.

RAMPAGE WORLD TOUR

Stage Select
At the main menu or character-select screen, hold the L button and all four C buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N O T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RE-VOLT

Unlock All Cars & Tracks
At any time during a game, press **B, A, Z, Z, B, L, A, C⊕**. You'll hear a special sound effect after entering it correctly.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available.
B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)
S I L V E R—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)
G O L D—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)
C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)
Change Costume Colors
At the boxer selection screen, press **C⊕** + **C⊕** simultaneously to change the currently selected boxer's colors.
Change Cornerman's Voice
The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding **C⊕** and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.
C⊕ + Up—Irish accent
C⊕ + Left—New York accent
C⊕ + Right—African-American accent
C⊕ + Down—Hispanic accent

RESIDENT EVIL 2

Cheat Codes
From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.
Invincibility—**Down, Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C⊕, C⊕**
Infinite Ammo—**Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C⊕, C⊕**
Play as Hunk—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C⊕, C⊕, C⊕, C⊕**
Play as Tofu—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C⊕, C⊕, C⊕, C⊕**

RIDGE RACER 64

Secret Caddy Car
From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes
Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:
Unlock all levels and fast bikes—**C⊕, C⊕, C⊕, C⊕, L, R, C⊕, Z**
Unlock Scooter level—**C⊕, C⊕, C⊕, C⊕, C⊕, L, C⊕**
Unlock Cop Mode—**Z, C⊕, C⊕, C⊕, Z, L, R, C⊕**

ROADSTERS TROPHY

Secret Codes
At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code.
Anyway—Race circuits in any direction.
Gimme ALL—Unlock all cars and circuits.
fastBUCKS—Start with $250,000.
EasyMoney—Start with $1,000,000.
Trophies—Start with Division 2 and 3 trophies. (Note the space before the "T")
Smurfing—All voices become high-pitched.
BigWheels—Cars have huge wheels.
Skywalker—Cars have lens flares instead of wheels.
Car Radio—Cars become tiny.
Chopper—Different camera angle.
Extra rez—High resolution setting becomes unlocked in the Options menu.

ROCKET: ROBOT ON WHEELS

Secret Codes
During gameplay, press **START** to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.
All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**
Heavier rocket—**Up, Right, Right, R, Right, R, Z, R, R, Up**
Low friction—**Up, R, R, Left, Z, Z, Down, Left, Up, Right**
Low gravity—**Z, R, Z, R, Down, R, R, Right, Right, R**
Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down, Left**
Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

SNOWBOARD KIDS

Cheat Code
At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down, Up** on the analog joystick, then **Down, Up** on the D-pad, then **C⊕, C⊕, L, R, Z**, then **Left** on the D-pad, **C⊕**, **Up** on the analog joystick, **B, Right** on the D-pad, **C⊕, START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code
At the title screen, carefully enter the following code: Press **Z, B, C⊕, Down** on the D-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, **R, Z, A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu
Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions
When the DMA logo appears at the beginning of the game, hold the **A** button to change the logo animation to a slightly different sequence. Hold the **B** button instead for a longer logo scene.
Stage Select
At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.
Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**
Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C⊕, Z, Down**
Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C⊕, Z, Down**
Unlock all Desert Adventure levels—**Up, Down, L, Z, Down, Left, Z, Down**
Unlock "Big Celebration Parade"—**Up, Down, L, Z, Down, Right, Z, Down**
Unlock secret shoot-'em-up level—**Down, Up, Z, L, Down, Left, Z, Down**

STAR WARS: EPISODE I RACER

Cheat Menu
Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; If you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold Z as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release Z and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:
- Hold **Up** on the D-pad to fast-forward
- Hold **Down** on the D-pad to reverse at high speed
- Press **Right** on the D-pad to self-destruct
- Hold **Left** on the D-pad to make your vehicle invisible
- Hold **Z** + **Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

Special Control Scheme
Using the procedure described above under "Cheat Menu", enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the Z and L buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing **Up** on the joystick propels you forward, press **Down** to steer. The controller ports are assigned as follows:
Player 1, left pod: Controller 1
Player 1, right pod: Controller 3
Player 2, left pod: Controller 2
Player 2, right pod: Controller 4
Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

STAR WARS: ROGUE SQUADRON

Secret Passcodes
Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:
A C E—Higher difficulty
B L A M E U S—Group shot of developers
C H I C K E N—Access bonus level
C R E D I T S—See the game's credits
D E A D D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an automobile
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

Unlock Naboo Starfighter
Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X 7" and select "Enter Code," then enter the code "I Y N G W I E I" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.
See Developers' Heads
Choose "Passcodes" from the Options menu. Enter "H A R D R O C K", "B E R G L O W E" or "W U T Z I" and select "Enter Code." If you start a game and then return to the title screen, you'll see that Luke's head will be replaced by one of the developer's heads!

SUPERCROSS 2000

Secret Codes
At the Select Event screen, Press C⊕. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."
N O C R 4 S H—The bikes never crash
B I G B I K 3 S—The bikes are big
G I A N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M O O N—Moon gravity
M A R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S A T V R N—Saturn gravity
V R A N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T O—Pluto gravity
H O P—Add hop button
M O R 3 C 4 M S—Extra camera modes
N O R 1 D 3 R S—No riders on bikes
H 3 4 D L 3 S S—Headless riders
B L O C K M 3—Opponent riders get in your way
N O O F F T R 4 C K—No more off track
S K 1 P P 1 N G O K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPERMAN

Super Cheat Code
At the main menu—the one that says "New Game," "Load Game," etc.—press C⊕, C⊕, C⊕, C⊕; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:
• To skip the current level, press START to pause the game, then press C⊕, C⊕
• To refill your energy meter, press START to pause the game, then press Z, R
• To refill your super-speed ability, press START to pause the game, then press R, Z
• To refill your freezing breath ability, press START to pause the game, then press Z, L
• To refill your heat vision ability, press START to pause the game, then press R, L
• For super punching ability, press START to pause the game, then press L, Z

TARZAN

Stage Select
At the main menu, enter the following code using the D-pad (not the analog joystick): Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down. A new menu item, "Cheats" will appear. After entering this menu, you can press Right and Left to cycle through the different lists of stages.

TONY HAWK'S PRO SKATER

Cheat Codes
At any time during gameplay, press START to pause the game, then hold down L and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.
Slow motion—Down, Down, C⊕, C⊕, Left
Fast motion—Right, Up, Down, Down, Up, Down
High speed—C⊕, Left, C⊕, C⊕, Up, Down, Right
Add "Skip to Restart" menu item—C⊕, C⊕, C⊕, Up, Down
10 point stats—C⊕, C⊕, Left, Up, C⊕
13 point stats—C⊕, C⊕, Left, Up, Down
Score x10—Down, Right, Up, Right, Up, Left, C⊕
Obtain all tapes—C⊕, Left, Up, C⊕, C⊕, Right, Down, Up
Perfect balance—C⊕, C⊕, Left, C⊕, Right, Up, Down
Girl's picture—C⊕, C⊕, C⊕, C⊕, C⊕, C⊕

TOY STORY 2

Level Select
At the main menu, press Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TUROK 3: SHADOW OF OBLIVION

Secret Passwords
From the main menu, select "Secrets." Then, select "Enter New Secret" at the screen that follows. Here you may enter any of the passwords below. Because the password system uses only images, here are the words we'll use to describe each of the password characters are as follows, going left to right:
1st row: Elk (Green), Lizard (Blue), Dragonfly (Red), Frog (Yellow), Horse (Magenta), Bull (Teal)
2nd row: Bear (Orange), Bird (Magenta), Bug (Teal), Fish (Green), Bird (Purple), Wolf (Blue)
3rd row: Coyote (Light Purple), Owl (Yellow), Cougar (Pink), Snake (Red), Rabbit (White), Eagle (Green)
Invincibility—Bird (Purple), Fish (Green), Eagle (Green), Bear (Orange), Lizard (Blue), Rabbit (White)
All Weapons—Owl (Yellow), Bear (Orange), Owl (Yellow), Bug (Teal), Bird (Purple), Owl (Yellow)
Unlimited Ammo—Fish (Green), Elk (Green), Bull (Teal), Snake (Red), Eagle (Green), Fish (Green)
All Keys—Lizard (Blue), Dragonfly (Red), Bull (Teal), Bear (Orange), Wolf (Blue), Eagle (Green)
Play Chapter 1—Frog (Yellow), Elk (Green), Horse (Magenta), Dragonfly (Red), Wolf (Blue), Rabbit (White)
Play Chapter 2—Owl (Yellow), Owl (Yellow), Horse (Magenta), Elk (Green), Elk (Green), Elk (Green)
Play Chapter 3—Owl (Yellow), Rabbit (White), Bear (Orange), Bug (Teal), Frog (Yellow), Cougar (Pink)
Play Chapter 4—Bear (Orange), Horse (Magenta), Bird (Purple), Eagle (Green), Horse (Magenta), Coyote (Light Purple)
Play Chapter 5—Bear (Orange), Dragonfly (Red), Horse (Magenta), Bear (Orange), Frog (Yellow), Elk (Green)
Headless—Lizard (Blue), Elk (Green), Eagle (Green), Owl (Yellow), Fish (Green), Horse (Magenta)
Big Heads—Cougar (Pink), Wolf (Blue), Snake (Red), Rabbit (White), Lizard (Blue), Coyote (Light Purple)
Big Hands and Feet—Lizard (Blue), Lizard (Blue), Dragonfly (Red), Horse (Magenta), Lizard (Blue), Coyote (Light Purple)
Skinny—Horse (Magenta), Eagle (Green), Snake (Red), Cougar (Pink), Bug (Teal), Fish (Green)
Shorty—Frog (Yellow), Frog (Yellow), Fish (Green), Bug (Teal), Wolf (Blue), Cougar (Pink)
Deathmatch Mannequins—Snake (Red), Bull (Teal), Snake (Red), Frog (Yellow), Bear (Orange), Elk (Green)
Gasping—Dragonfly (Red), Bull (Teal), Rabbit (White), Fish (Green), Eagle (Green), Bird (Purple)
Gouraud—Lizard (Blue), Fish (Green), Bug (Teal), Fish (Green), Wolf (Blue), Dragonfly (Red)
Menu Madness—Rabbit (White), Owl (Yellow), Horse (Magenta), Bug (Teal), Bear (Orange), Bear (Orange)
Clean Screen—Rabbit (White), Owl (Yellow), Lizard (Blue), Elk (Green), Fish (Green), Rabbit (White)
Credits—Elk (Green), Elk (Green), Elk (Green), Elk (Green), Elk (Green), Elk (Green)
Pen And Ink—Cougar (Pink), Horse (Magenta), Elk (Green), Fish (Green), Cougar (Pink), Bird (Magenta)

VIGILANTE 8

Cheat Codes
Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:
A_MOON_GETAWAY—Reduce gravity
LIVING_FOREVER—Invincibility
MIX_MATCH_CARS—Allows multiple players to choose same vehicle, and to choose vehicle belonging to enemy gang in two-player Quest mode
MISSILE_ATTACK—Enhanced missile
I_AM_TOUGH_GUY—Hardest difficulty level
GO_REALLY_SLOW—Slow motion mode
MAX_RESOLUTION—Ultra high-res display mode
FIRE_NO_LIMITS—No weapon delay when firing
LEVEL_SHORTCUT—Unlocks Sand Factory and Secret Base levels
GANGS_UNLOCKED—Unlocks all vehicles except flying saucer
GIMME_DA_ALIEN—Unlocks flying saucer
JTBT7CFD1LRMGW—Unlocks everything
POPULATION_OUT—After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to "."; this will eliminate all of the enemies. Press A to accept and start the game.
LONG_SLIDESHOW—After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press A to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

VIGILANTE 8: 2ND OFFENSE

Secret Codes
Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next, press the L and R buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press A again immediately after entering the code. For the "Unlock Ultra rez" code, you can switch to the Ultra resolution via the menu that appears while the game is paused.
Unlock all characters—LLA_KCOLNU
Invincibility—ELBICNIVNI
Max. stats—LLA_DORTOH
Unlock Ultra rez (requires expansion pak)—GO_MAX_REZ
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
Hover higher—HI_CEILING
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS

WCW MAYHEM

Secret Passwords
Enter any of the following passwords at the Pay-Per-View Password screen:
P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppelganger select enabled
N G D D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
y K h # J $ = J Q L m F s—World War III
@ K c X K F = W ? j ^ p F—Starrcade
r J P m B 6 I F M I k $ B—Superbrawl
t d ^ p K R m Z - < y L—Halloween Havoc
M S K D L T L R Y—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)
2 J h K X d J F m 4 k B—Uncensored PPV Mode unlocked
@ J H k f y I B w f Q Q F—Spring Stampede

WINBACK

Codes
Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.
Unlock Trial mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C⊕ and press START.
Unlock Max Power Mode—L, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, L + START.
Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C⊕ and press START.

WIPEOUT 64

Main Menu Codes
Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:
Unlock Piranha II team—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕
Unlock Velocitar track—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕
Power-up weapons—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕
In Game Codes
Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it again:
Race doesn't end when timer expires—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕
Infinite shield energy—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕
Unlimited weapons—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars
At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): Z, Right, Z, Z, Z, B, C⊕, A, Right, START. Now all of the teams and their cars will be available.
Unlock All Sydney Tracks
From the main menu, select "Championship." Next, select "New Game." enter "FROZENSKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available.
Top View
During game play, press Up, Up, Up, A, Left, A, A, A. The camera view will immediately change after entering the code correctly.

XENA: WARRIOR PRINCESS

Secret Codes
At the main menu, press Right, Right, Left, Left, Right, Left, Right on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:
Unlock Despair—C⊕, C⊕, C⊕, C⊕
Unlock Bunny Despair—C⊕, C⊕, C⊕, C⊕
Let Xena battle Gabrielle in Quest mode—C⊕, C⊕, C⊕, C⊕
Unlock "Titan" difficulty level—C⊕, C⊕, C⊕, C⊕
Battle Codes
At any time during a battle, hold down the Target button (Usually A) and press Right, Right, Left, Left, Right, Left, Right on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:
Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target
Ice Fighters—Strong Punch, Strong Punch, Target
Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump
Big Heads—Crouch
Big Feet—Jump
Snow Fighters—Strong Punch, Strong Punch, Crouch
Red Nose—Weak Punch, Weak Punch, Target
Purple Nose—Weak Punch, Weak Punch, Crouch
Green Nose—Weak Punch, Weak Punch, Jump
Icy Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target
Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Crouch

ALIEN: RESURRECTION

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu.
Unlock "Cheat Menu" menu item—O, **Left**, **Right**, O, **Up**, **R2**
Unlock "Research" menu item—□, **Up**, **Down**, O, **Left**, **R1**

ARMORED CORE: MASTER OF ARENA

Fix Camera's Position
At any time during gameplay, press O + X + **START**. The game will pause. When you press **START** again to unpause, the camera will be fixed at its current position. Pause and unpause the game once more to return the camera to its normal behavior.
First Person Camera View
At any time during gameplay, press △ + □ + **START**. The game will pause. When you press **START** again to unpause, the camera will move to a first person view. Pause and unpause the game once more to return the camera to its normal behavior.

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera
While in the middle of a mission, hold O + X and press **START** to pause the game. Press **START** again to return to the game and the camera will stay fixed in place. Pause and unpause the game to return the camera to normal.
1st Person View
While in the middle of a mission, hold △ + □ and press **START** to pause the game. Press **START** again to return to the game; the camera will now give you a first-person view. Pause and unpause the game to return the camera to normal.
Change Raven's Nest Background
From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold **L1** + **R1** and press **SELECT**. The background texture will change to whatever is the current emblem.

ARMY MEN: AIR ATTACK

Passwords
Unlock all Copilots—**Up**, **Down**, **Up**, **Down**, **Up**, **Down**, **Up**, **Down**
Unlock bonus ending cinematic—□, **Down**, **X**, **Down**, **Right**, **Right**, **Up**, **Up**
Mission 2—**X**, **Down**, **Left**, **Left**, □, O, O, **Right**
Mission 4—**Down**, **Down**, □, □, **Left**, **Right**, O, X
Mission 5—**Right**, **Right**, X, O, **Down**, **Up**, **Down**, **Up**
Mission 7—□, O, X, □, △, **Left**, **Up**, **Right**
Mission 8—**Right**, **Down**, **Left**, **Up**, △, **Down**, **Up**, **Down**
Mission 9—O, O, **Right**, **Up**, **Right**, **Up**, X, X
Mission 10—**X**, **Down**, **Down**, **Down**, **Down**, **X**, **Left**, **Right**
Mission 11—△, **Up**, O, **Down**, □, **Left**, **X**, **Right**
Mission 12—**Up**, **Up**, △, △, **Left**, **Left**, O, O
Mission 14 (2-player)—**Left**, **Down**, **Left**, **Down**, □, O, □, O
Mission 15—□, **Right**, **Left**, O, O, **Up**, **Down**, □
Mission 16—**Down**, **Up**, **Down**, **Up**, △, O, △, O

ARMY MEN: SARGE'S HEROES

Unlock All Levels
At the main menu, hold **L1** + **R1** + □ and press **Up**, **Down**, **Left**, **Right**. After entering the code correctly, you'll hear a special sound effect.
All Weapons & Infinite Ammo
At any time during gameplay, press **START** to pause, then press □, O, **R1**, **L1**. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ASTEROIDS

Cheat Codes
Enter any of the following codes at the title screen while the words "PRESS START" are flashing:
Unlock Secret Excalibur Ship—Hold **SELECT** and press △, O, O, △, □, O, □
Stage Select/Invincibility—Hold **SELECT** and press □, △, O, △, △, □, O (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)
Unlock "Classic Asteroids" Game—Hold **SELECT** and press O, O, O, △, □, □, O
"Classic Asteroids" Codes
While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:
One extra life—**Up**, **Down**, **Left**, **Right**, O, □, X, △
99 Lives—**Up**, X, **Down**, △, **Left**, □, **Right**, O
Invincibility—**Down**, **Down**, **Up**, **Up**, O, □, △, △

BATTLETANX: GLOBAL ASSAULT

Secret Codes
Enter any of the following codes from the "Input Code" screen within the "Game Setup" menu:
All tanks on—T H R T N
All weapons on—S R T H M B
Level Select on—B C K D R
Lots of tank bucks on—D P P C K T S
Brandon gang on—S M S L G N G
Cassandra gang on—N S T Y G R L

BEAST WARS TRANSFORMERS

Weapon Power-Up
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up**, **Down**, **Left**, **Right**, △, X, □, **START**. Now your character's weapon will be more powerful than the standard weapon.
Stage Skip
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up**, **Down**, **Left**, **Right**, △, X, X, △, **Right**, **Left**, **Down**, **Up**, **START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BLAST RADIUS

Secret Levels
At the main menu, press **L1**, **Left**, **L2**, **Down**, **SELECT**, **Left**, **Down**, **R2**, **R2**, **R2**, **SELECT**, **Up**. You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.
Programmer Backgrounds
At the main menu press **Down**, **Up**, **L1**, **Right**, **L1**, **Up**, **Right**, **SELECT**, **Right**, **R2**, **L1**, **L2**. You will hear a sound if done correctly. Now you can see the programmers' faces floating in space (if you have not already entered the Secret Levels code; see note above).
Powered Up Ships and Sector 5
At the main menu press **Right**, **L1**, **Up**, **Up**, **Down**, **Right**, **R2**, **L2**, **R2**, **Down**, **Up**, **Down**. Select any ship, start the game, then quit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code; see note above).
Wraith Ship and Sector 8
At the main menu press **Left**, **Right**, **L1**, **Left**, **Right**, **L1**, **R2**, **R2**, **L2**, **Left**, **Right**, **Up**. This code may not work if you have already entered the Secret Levels code (see note above).

BOMBERMAN WORLD

Secret Passwords
Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:
3 6 3 6—Unlocks two extra stages in Battle Game mode
1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed
6 B 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE

Secret Vehicles
At the main title screen menu, hold **R1** + **L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUGS BUNNY: LOST IN TIME

Unlock All Stages
At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2** + **R1** and press X, □, **R2**, **L1**, O, X, □, □. You'll then be able to enter any stage.

BUSTER BROS. COLLECTION

Super Buster Bros. Stage Select
Choose *Super Buster B.* from the main menu and select "Game Start." When the "Select Mode" screen appears, choose the number of players; then, at the next menu, highlight "Tour Mode," hold **Down** on the D-pad and press X. A stage-select menu will appear.
Buster Buddies Stage Select
As above, choose *B. Buddies* from the main menu and select "Game Start." When the title screen appears, choose the number of players; then, at the "Select Game" menu, highlight "Normal," hold **Down** on the D-pad and press X. A stage-select menu will appear after the player-select menu.
Buster Buddies Bonus Stages
Choose *B. Buddies* and select "Game Start." When the title screen appears, choose the number of players, then quickly hold X on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press X on Controller 1. After choosing your character(s), you'll access a top secret series of bonus stages.

CARDINAL SYN

Cheat Codes
Each of the following codes can be entered at the title screen while the words "Press Start" are flashing:
• Unlock all characters except Syn and Kron—**L1**, **R2**, **R1**, □, **Down**, O, **Down**, **L2**, □, □, □, □
• Unlock Syn—**R1**, **Right**, **R2**, □, **R1**, **Down**, **R1**, **R2**, **R2**, O
• Unlock Kron—**L2**, **L2**, **Up**, **Up**, **Up**, **Left**, **Down**, **Up**, O, **L1**
• New costume for Orion—**R2**, **Down**, **Down**, O, □, □, **R2**
• New costume for Nephra—□, **L1**, O, **Up**, △, **Left**, △
• New costume for Juni—**Down**, □, **Down**, **L2**, **Down**, **Down**, **Down**
• New costume for Syn—O, O, O, **L1**, **R1**, O, **Left**
• Infinite Magic—**Right**, **Right**, **Right**, **Left**, △, **Left**, **Left**, □
• Allow dismemberment in any round—**Up**, **Up**, **Right**, **Right**, **Left**, O, O, **Down**
• See characters' ending sequences instead of opening sequences—△, **Right**, △, **Right**, △, △, **R2**, **R1**, **L1**, **L2**, △, △

CART WORLD SERIES

Cheat Codes
At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects:
BANZAI—No collisions with other cars
EPILEPTI or SPACERID—Race on *Tron*-style tracks
FAT TIRE—Fat rear tires
NIGHTRID—Drive at night
GEK—In Season mode, each race is only two laps long
WHEELS—All cars have no body or chassis
FLOAT—Reduced tire grip
RADBRAD—Extra tire grip
PUSHBUTT—With this name in place, start the game in analog control mode; when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car; push in the right analog controller to activate the clutch.

CENTIPEDE

Unlock All Stages
Choose "Adventure" from the main menu. When the stage select screen appears, press **R1**, **R1**, **R2**, **R1**; now you can choose any stage.
Extra Lives
Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1**, **L1**, **L2**, **L1**; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CHAMPIONSHIP BASS

Passwords
Level 8—Q S P % n @ j h f n W v
Level 9—Q S P % n @ j h f k m s
Level 10—C E d W 1 z x v t S H k

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

Secret Codes
From the main menu, select "Championship," then press X twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words.
Unlock all classes—ALL EVENTS
Unlock all tracks in Single Race mode—DIRT TRACKS
Big head—GROSSE TETE
Unlock Fox Movie in "Extras" screen—LIVE ACTION

CIRCUIT BREAKERS

Unlock All Tracks
At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1** + **L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.
Backwards Tracks
At the track selection screen, press **L2** + **R2** + X + **Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

COLONY WARS

Cheat Passwords
Choose "Options" from the main menu, then select "Password" and enter any of the following codes exactly as they appear:
• Enter "Hestas*Retort" for infinite energy.
• Enter "Commander*Jeffer" to access all levels.
• Enter "Tranquillex" to get super-cooled weapons.
• Enter "Memo*X33RTY" for infinite secondary weapons.

COLONY WARS: VENGEANCE

Cheat Passwords
Access the "Password" option and enter any of the following passcodes exactly as they appear here:
• Enter "Demon" to access a stage-select option
• Enter "Vampire" for infinite energy
• Enter "Avalanche" for infinite Afterburner
• Enter "Chimera" for Infinite Secondary weapons
• Enter "Hydra" for 99 upgrade credits
• Enter "Dark*Angel" for super-cooled weapons
• Enter "Tornado" to access all weapons
• Enter "Thunderchild" to access all fighters
• Enter "Blizzard" to activate all of the above cheats
• Enter "Stormlord" to turn all active cheats off

COLONY WARS II: RED SUN

Secret Passwords
From the main menu, select "Logon." At the Logon menu, press **R2**, **R2**, **L2**, **L2**, **R1**, **R1**, **SELECT**, **SELECT**. After entering the code correctly, a new item called "Cheat" will appear in this menu. Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password." Also, note the uppercase characters and spaces in some of the passwords.
Enable "Complete Mission" and "Fail Mission" items in pause menu—Quickie
Enable "Hub Selection" item in the Logon menu—Move House
Weapons never overheat—ROCKWROK
Invincibility—Awrate
Infinite ammo for secondary weapons—Sly n Devious
Infinite afterburner—Jalferezi
All parts available for purchase—Armoury
All ships available for purchase—Greyam Beard
All parts and ships cost 0 CR—Break and Enter
Own all parts—Big Daddy

COOL BOARDERS 4

Secret Codes
From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."
Unlock all Mountains—I C H E A T
Unlock all Special Events—I M S P E C i A L

CRASH BANDICOOT

Password
Enter the following special password to gain access to any stage with all gems and keys collected:
△△△△×□△△
△△□×△○△△
△○□△××××

CRASH BANDICOOT 2 CORTEX STRIKES BACK

10 Extra Lives
See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

Secret Levels
To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.
To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the O or **R1** button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

Bring Back Bosses
If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move between the different floors of the warp room.

CRASH BANDICOOT: WARPED

Secret Stages
In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.
In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pteradactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pteradactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

CRASH TEAM RACING

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."
Unlock Penta Penguin—Hold **L1** + **R1** and press **Down**, **Right**, △, **Down**, **Up**, **Left**, △, **Up**
Unlock Ripper Roo—Hold **L1** + **R1** and press **Right**, O, O, **Down**, **Up**, **Down**, **Right**
Unlock Dr. N. Tropy—Hold **L1** + **R1** and press **Down**, **Left**, **Right**, **Up**, **Down**, **Right**, **Right**
Unlock Papu Papu—Hold **L1** + **R1** and press **Left**, △, **Right**, **Down**, **Right**, O, **Left**, **Left**, **Down**
Unlock Komodo Joe—Hold **L1** + **R1** and press **Down**, O, **Left**, **Left**, △, **Right**, **Down**
Unlock Pinstripe—Hold **L1** + **R1** and press **Left**, **Right**, △, **Down**, **Right**, **Down**
Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1** + **R1** and press **Right**, **Right**, **Left**, △, **Right**, **Down**, **Down**
Super Turbo Pads—Hold **L1** + **R1** and press △, **Right**, **Right**, O, **Left**
Infinite Bombs—Hold **L1** + **R1** and press △, **Right**, **Down**, **Right**, **Up**, △, **Left**
Infinite Wumpa Fruit—Hold **L1** + **R1** and press **Down**, **Right**, **Right**, **Down**, **Down**
Infinite Masks—Hold **L1** + **R1** and press **Left**, △, **Right**, **Left**, O, **Right**, **Down**, **Down**
Invisibility—Hold **L1** + **R1** and press **Up**, **Up**, **Down**, **Right**, **Right**, **Up**
Unlock Scrapbook—Hold **L1** + **R1** and press **Up**, **Up**, **Down**, **Right**, **Right**, **Left**, **Right**, △, **Right**

CROC 2

Cheat Menu
At the title screen, hold **L1** and press △, **Left**, **Left**, **Right**, □, **Up**, **Up**, **Left**, O. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing **L2** + **R2** simultaneously.

Infinite Crystals
At the title screen, hold **L1** and press □, □, O, **Down**, **Left**, **Right**, **Left**, **Right**. You'll hear a sound effect to confirm the code. With this code in place, hold **R2** at any time during the game and press □ to add 100 crystals to your total, up to 9,999.

CYBER TIGER

Passcodes
To reach the Passcode screen, press O at the "Courses" screen.
Unlock Cyber Badlands—H A R E S O
Unlock Cyber Canyons—R A M O P I
Unlock Cyber Sawgrass—S E C A R E
Unlock Cyber Summerlin—P O R A S O
Unlock all courses—P O Q A K I

DARKSTALKERS 3

Play as Soul Stealer
In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2
In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors Talbain
At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon
At the character-select screen, highlight Bishamon, hold **SELECT** and press any button.

DAVE MIRRA FREESTYLE BMX

Unlock Slim Jim
At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press **Down**, **Down**, **Left**, **Right**, **Up**, **Up**, O. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.

Unlock All Bikes
At the main menu, select "PROQUEST," then select any rider at the following screen. Next, when the bike selection screen appears, press **Up**, **Left**, **Up**, **Down**, **Up**, **Right**, **Left**, **Right**, O. You'll hear a special sound effect after entering the code correctly.

Unlock All Styles and all Levels
At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press **Left**, **Up**, **Right**, **Down**, **Left**, **Down**, **Right**, **Up**, **Left**, O. In order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

DEMOLITION RACER

Cheat Code
At the main menu, press ×, ×, □, □, △, △, O, O. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats
At any time during gameplay in one of the "third person" levels, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.

Skeleton mode—O, □, △, △, □, O
Pop top mode—□, □, O, O, R1, R1
Big head mode—**R1**, **R1**, **L1**, **L1**, △, △
Electric mode—□, □, **L1**, **L1**, **R1**, **R1**
Invincibility—△, △, O, O, **L1**, **L2**
All weapons—**L1**, **L1**, **R1**, **R1**, O, O
Infinite ammo—□, □, O, O, **L1**, **L1**
Disable laser sight—**L1**, **L1**, △, △, **L1**, **L1**
Slow rockets—**L1**, **R1**, **R1**, **L1**, △, □
First Person View—O, O, △, △, □

Gun Mode Cheats
At any time during gameplay in a Gun level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.
Invincibility—△, △, O, O, **L1**, **L2**
All weapons—**L1**, **L1**, **R1**, **R1**, O, O
Infinite ammo—□, □, O, O, **L1**, **L1**
Auto reload—□, □, △, △, O, O
Slow motion—△, **L1**, △, **L1**, △, **L1**
Slow rockets—**L1**, **R1**, **R1**, **L1**, △, □

Driving Mode Cheats
At any time during gameplay in a Driving level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.
Invincibility—△, △, O, O, **L1**, **L2**
Infinite Nitro—**L1**, **L1**, **R1**, **R1**, O, O
Infinite time—**L1**, **R1**, □, □, **R1**, **L1**
Rain mode—□, □, **L1**, **L1**, △, O
Invisible car body—**L1**, **R1**, **R1**, **L1**, **L1**, **R1**

Debug Menu
At the main menu, press **L1**, **L1**, O, O, □, □. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DOOM

Cheat Codes
Each of the following cheats must be entered while the game is paused:
Map All Lines On—△, △, **L2**, **R2**, **L2**, **R2**, **R1**, □
Map All Things On—△, △, **L2**, **R2**, **L2**, **R2**, **R1**, O
Lots of Goodies!—×, △, **L1**, **Up**, **Down**, **R2**, **Left**, **Left**
All Powerful Mode On (Invincibility)—**Down**, **L2**, □, **R1**, **Right**, **L1**, **Left**, O
X-Ray Vision—**L1**, **R2**, **L2**, **R1**, **Right**, △, ×, **Right**
Level Warp—**Right**, **Left**, **R2**, **R1**, △, **L1**, O, × (press **Left** or **Right** to change the stage number.)

DRIVER

Cheat Codes
Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.
- Credits (Watch the ending credits)—**L1**, **L2**, **R1**, **R2**, **L1**, **R1**, **R2**, **L2**, **R1**, **R2**, **L1**, **L2**, **R1**
- Invincibility—**L2**, **L2**, **R2**, **R2**, **L2**, **R2**, **L2**, **L1**, **R2**, **R1**, **L2**, **L1**, **L1**
- Immunity (Police never chase you)—**L1**, **L2**, **R1**, **R1**, **R1**, **R1**, **L2**, **L2**, **R1**, **R1**, **L1**, **L1**, **R2**
- Rear Wheel (Car has rear wheel drive)—**R1**, **R1**, **R1**, **R2**, **L2**, **R1**, **R2**, **L2**, **L1**, **R2**, **R1**, **L2**, **L1**
- Minis (Cars appear much smaller)—**R1**, **R2**, **R1**, **R2**, **L1**, **L2**, **R1**, **R2**, **L1**, **R1**, **L2**, **L2**, **L2**
- Stilts (Extremely long suspension)—**R2**, **L2**, **R1**, **R2**, **L2**, **L1**, **R2**, **R2**, **L2**, **L1**, **R2**, **R1**
- Antipodean (Screen appears upside-down)—**R2**, **R2**, **R1**, **L2**, **L1**, **R2**, **L2**, **L1**, **R2**, **R2**, **L2**, **R2**, **L1**

DUKE NUKEM: TIME TO KILL

Cheat Codes
Press **START** during the game to pause, then enter any of the following codes at the pause screen:
Invincibility—**L2**, **R1**, **L1**, **R2**, **Up**, **Down**, **Up**, **Down**, **SELECT**, **SELECT**
Invisibility—**L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**
Double Damage—**L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**
Big Head—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Up**
Tiny Head—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Down**
Big Head Enemies—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Left**
Tiny Head Enemies—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **Right**
Enable Level Select at main menu—**Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Down**, **Up**
All Weapons—**L1**, **L2**, **Up**, **L1**, **L2**, **Down**, **R1**, **Right**, **R2**, **Left**
Unlimited Ammo—**Left**, **Right**, **Left**, **Right**, **SELECT**, **Left**, **Right**, **Left**, **Right**, **SELECT**
All Inventory—**R1**, **R1**, **R1**, **R1**, **R1**, **L2**, **L2**, **L2**, **L2**, **L2**
All Keys—**Up**, **Right**, **Up**, **Left**, **Down**, **Up**, **Right**, **Left**, **Right**, **Down**

DUNE 2000

Reveal Entire Map
During gameplay, move the cursor to your team icons and press × at each icon in this order: □, O, ×, △, △, □. If you enter the code correctly, the words "CHEATER!" will appear on the screen.

EAGLE ONE HARRIER ATTACK

Secret Codes
From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code.
Unlock all missions—**R1**, **L1**, **R2**, **L2**, **START**
Infinite ammo—**R1**, **L1**, **R2**, **L2**, **R1**
God mode—**R1**, **L1**, **R2**, **L2**, **L1**

FEAR EFFECT

Cheat Codes
From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.
One-Hit Kills—**L1**, △, **Up**, **Down**, O, O, △, □, **Down**, **R1**
Expert Mode— **Down**, **Down**, **Down**, △, **Down**, **Down**, **Down**, □, **Left**, **Right**
Instant Puzzle Solutions—**L1**, △, **Up**, **Down**, O, O, O, **Down**, **Down**, **Down**, **Up**
Infinite Health—**L1**, △, **Up**, **Down**, O, O, △, □, **Right**, □
Max. Ammo—**L1**, △, **Up**, **Down**, O, O, △, □, **Left**, △

FIGHTING FORCE 2

Cheat Mode
Hold **L1** + **L2** + **R1** + △ + **Left** and press × at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up.

FISHERMAN'S BAIT

Total Count List
At the title screen, press **Up**, **Up**, **Down**, **Down**, **L1**, **R1**, **L1**, **R1**, ×, O, **START**. Next, select "Options," then press **SELECT**. The Total Count List screen will appear.

FORSAKEN

Secret Cheat Menu
At the main menu, highlight "Options" and press **Left**, **Right**, **Left**, **Right**. Next, press × to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER

Stage Select
During gameplay, press **START** to pause, then press **Right**, □, △, □, △, **R1**, **L1**, **R1**, **L1**, O. When you return to the "Select Level" screen, all of the stages will be unlocked.

Infinite Lives
During gameplay, press **START** to pause, then press **Right**, □, △, □, △, ×.

G-POLICE: WEAPONS OF JUSTICE

Passwords
Mission 31—P L I N T H
Unlock Everything in Database—U T O P I A

GEKIDO: URBAN FIGHTERS

Cheats
To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to

get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.
Unlock Deformed mode—DEFORMANIA
Unlock Skeleton mode—BONECRACK

GRAND THEFT AUTO

Cheat Codes
Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:
• Enter the name "WEYHEY" to start with 9,999,990 points.
• Enter "BLOWME" to have your character's map coordinates displayed on the screen while you play.
• Enter "EATHIS" to max out your "Wanted" level.
• Enter "THESHIT" to unlock all missions and start with 99 fives, all weapons, infinite ammo and all items.

GRAND THEFT AUTO: LONDON 1969

Secret Codes
Start a new game. At the character-select screen, press □ to change your character's name to any of the following words. The effects of these codes are cumulative, so you can enter one code, then exit the game and enter another to combine effects.
SWEENEY—Display coordinates on the screen
GRASS—No police
OLDBILL—Maximum filthometer
SIDEBURN—Bonus multiplier starts at x5
BIGBEN—Start with 9,999,990 points
MCVICAR—Start with 99 lives
RAZZLE—Stage select
HAROLDHAND—Activates all of the above, plus all weapons with infinite ammo and all items

GRAND THEFT AUTO 2

Secret Codes
From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.
Start with $1,000,000—BIGSCORE
Start with all weapons and 99 ammo—NAVARONE
Start with x5 Multiplier—HIGHFIVE
No Police—LOSEFEDS
Display Coordinates—WUGGLES
Area Select—ITSALLUP
Start with unlimited health—LIVELONG
Start with maximum Wanted Level—DESIRES

GRIND SESSION

Unlock All Tricks
At any time during gameplay, press **START** to pause, then press **Down, Left, Up, Right, Down, Left, Up, Right.** If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

GUILTY GEAR

Extra Difficulty Level
At the PlayStation logo screen, hold □ + **R2** + **L1** + **Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.
Secret Characters: Testament and Justice
To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.
Secret Character: Baiken
To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

GUNSHIP

Invincibility
Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1** + **L2** + **R2** + **R2** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

HOGS OF WAR

Secret Codes
Enter any of the names below at the "Please Name Your Team" screen after you start a new game. Note the spaces in the words below. For the "View FMV sequences" code, the FMV will appear after you select "Start Mission."
View FMV sequences—PRYING PIGS
Play as Team Lard—MARDY PIGS

HOT SHOTS GOLF

All Access Code
First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1** + **L2** + **R1** + **R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left** on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.
Mirror Courses
At the Course Select screen, highlight a course, hold **L1** + **L2**, press X to lock in your selection and continue to hold **L1** + **L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.
Mirror Characters
At the Character Select menu, highlight a golfer, hold **L1** and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

HOT SHOTS GOLF 2

Unlock Everything
From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses and characters unlocked!

HOT WHEELS TURBO RACING

Secret Codes
Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have **ONE** of these codes active at any time:
Unlimited Turbos—**R2, L1,** □, △, **R1, L2, L1, R2**
Small cars—□, **R2, L2,** △, △, **L2, R2,** □
Large tires—□, △, □, △, **R1, R1, L2, L2**
No graphic textures on cars—**L1, R1, L2, R2, L1, R1, L2, R2**
Alternate sound effects + announcer—**R2, R1, L2, R2,** □, △, **L1, R1**
Passwords
Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features:
PWDTS T—Unlock all secret courses and secret vehicles except "Tow Jam"
TWJM—Unlock "Tow Jam" vehicle

INTELLIGENT QUBE

Practice Stages
Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1** + **R1** and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

INVASION FROM BEYOND

Level Select
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):
L1, R1, L2, R2, △, X, O, □, □, O, X, △
All Ships & Weapons
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo):
L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up

IRRITATING STICK

Extra Lives
To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code.

JACKIE CHAN STUNTMASTER

Unlock All Levels
At the main title screen—while the words "PRESS START button" are flashing—press **L2,** □, △, O, X, **R2, R2;** you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.
All Dragons Collected
At the main title screen—while the words "PRESS START button" are flashing—press **L1, R2, L2, R2,** □, X, X; you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.
Secret Video
At the main title screen—while the words "PRESS START button" are flashing—press **Left, Right, R1,** O, □, △, △; the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

KNOCKOUT KINGS

Note: The following codes may be difficult to enter. Be sure you're pressing the D-pad in the exact directions specified without pointing it diagonally, and whenever you see a "+" sign between two buttons, it means that those two buttons must be pressed at exactly the same instant.
Play as a Bear
At the main menu, press **Right** + □, **Right** + △, **Right** + O, **Right** + X. If you are doing it correctly, you should hear the bell sound after every button command. Now no matter what boxer you choose, you will be playing as a bear.
Big Head Mode
At the main menu, press **Left** + O, **Left** + △, **Left** + □, **Left** + X. As above, you should hear the bell sound after every button command. This cheat only works with created boxers or boxers which can be edited.

KNOCKOUT KINGS 2000

Secret Boxers
From the main menu, select "Career" and enter any of the names below as your boxer's name. Note the spaces in some of the boxer names.
GARGOYLE
SHMACKO
ROSWELL
O
Q TIP
TIM DUNCAN
MARLON WAYANS
MARC ECKO
JERMAINE DUPRI
ED MAHONE

KURT WARNER'S ARENA FOOTBALL UNLEASHED

Secret Cheats
At the versus screen just before the game starts—immediately following the team selection screen—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Super Field goals" code (↑-2-3-Left), press Turbo once, Jump two times and Pass three times, then press **Left** on the D-pad. A message will appear to confirm each code.
Super field goals—**↑**-2-3-Left
Allow stepping OB—2-↑-1-Left
Power-up blockers—3-↑-2-Left
Fast passes—2-5-0-Left
Super passing—4-2-3-Right
Huge head—0-4-0-Up
No first downs—2-1-0-Up
No interceptions—3-4-4-Up
Infinite turbo—5-1-4-Up
Super blitzing—0-4-5-Up
Power-up teammates—2-3-3-Up
Power-up defense—4-2-1-Up
Show field goal %→0-0-1-Down
No random fumbles—4-2-3-Down
Hide receiver name—1-0-2-Right
Big football—0-5-0-Right
Team tiny players—3-1-0-Right
Team big players—1-4-1-Right
Team big heads—2-0-3-Right
Big head—2-0-0-Right
Avengers stadium—1-1-5-Left
Show more field—0-2-1-Right
No CPU assistance—0-1-2-Down
Power-up offense—3-1-2-Up
Headless team—1-2-3-Right
Fast turbo running—0-3-2-Left
Invisible—4-3-3-Up
Hyper blitz—5-5-5-Up

MARVEL SUPER HEROES

Alternate Colors
To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:
• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up.**
• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down.**
Boss Codes
To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":
• Dr. Doom—Press **Down, Down,** then press and continue to hold X, then O, then **R1** (you should still be holding X and O when you press **R1**)
• Thanos—Press **Up, Up,** then press and continue to hold **L1,** then △, then □ (you should still be holding **L1** and △ when you press □)
To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:
• Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold X, then O, then **R1** (you should still be holding **Down** + X + O when you press **R1**)
• Thanos—Press **Up, Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1,** then △, then □ (you should still be holding **Up** + **L1** + △ when you press □)
Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters
At the character-select screen, follow the instructions below to select alternate versions of certain characters:
• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
• U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button
• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
• Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner
EX Option Menu
From the main menu, select "Option." Next, press **R1, O, Left,** △, △ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options
At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START.** The hidden **EX Option** menu will appear.

MEDAL OF HONOR

Secret Codes
Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after inputting a correct code.
Secret Screen 1—COOLCHICK

Secret Screen 2—A J R U L E S
Secret Staff Photo Gallery—D W I G A L L E R Y
Secret Team Gallery—D W I M O H T E A M
Captain Dye Mode—C A P T A I N D Y E
Nifty Multiplayer Power-ups—D E N N I S M O D E
American Movie Mode—S P R E C H E N
Temperamental Tocsin—B R A D A L A R M
Wireframe Mode—T R A C E R D N
4x Firing Rate—I C O S I D O D E C
Reflecting Shots—G O B L U E
Unlimited Ammo—B A D C O P S H O W
Audie Murphy Mode—M O S T M E D A L S
Unlock Mission 1 in the Gallery—I N V A S I O N
Unlock Mission 2 in the Gallery—B I G G R E T A
Unlock Mission 3 in the Gallery—D A S B O O T
Unlock Mission 4 in the Gallery—S T U K A
Unlock Mission 5 in the Gallery—K O M E T
Unlock Missions 6 and 7 in the Gallery—T W O S I X T W O
Unlock Victory! in the Gallery—V I C T O R Y D A Y
Unlock Mission 2—Z E R S T O R E N
Unlock Mission 3—B O O T S I N K T
Unlock Mission 4—S E N F G A S
Unlock Mission 5—S C H W E R E S
Unlock Mission 6—S I C H E R I N G
Unlock Mission 7—G E S A M T H E I T
Unlock Rosie in Multiplayer—W E C A N D O I T
Unlock Kurt in Multiplayer—E V I L K U R T
Unlock Jens in Multiplayer—I N T H E N A V Y
Unlock Johan in Multiplayer—T I R E D J O H A N
Unlock Jürgen in Multiplayer—D A S B O O T Y
Unlock Manfred in Multiplayer—M A N L Y M A N
Unlock Karl in Multiplayer—S C A R Y K A R L
Unlock Felix in Multiplayer—H D O D D O W N
Unlock Von Braun in Multiplayer—R O C K E T M A N
Unlock Ernst in Multiplayer—A R T C R I T I C
Unlock Egon in Multiplayer—C O O L S H A D E S
Unlock Wolfgang in Multiplayer—H O O D U P
Unlock Müller in Multiplayer—B I G F A T M A N
Unlock Winston in Multiplayer—F I N E S T H O U R
Unlock Otto in Multiplayer—H E R R Z O M B I E
Unlock Noah in Multiplayer—B E A C H B A L L
Unlock Bismarck in Multiplayer—W O O F W O O F
Unlock Rizal in Multiplayer—I K E A N D K E N
Unlock Panzerknacker in Multiplayer—N U T C R A C K E R
Unlock Steven in Multiplayer—S S P I E L B E R G
Unlock Will in Multiplayer—P A Y B A C K
Unlock Game Weirs Theater in Multiplayer—M A C O O C O O
Unlock Site Seeing Theater in Multiplayer—S P Y S C H O O L

MEDAL OF HONOR: UNDERGROUND

Secret Passwords

At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result.

Staff screens—D W I E C R A N S
More staff screens—M O H U E Q U I P E
Cartoon gallery—M O H D E S S I N S

MEDIEVIL II

Cheat Mode

At any time during gameplay, press **START** to pause, then hold **L2** and press △, O, △, O, O, △, Left, O, **Up**, **Down**, **Right**, O, **Left**, **Left**, △, **Right**, O, **Left**, **Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the O button twice, press **Left** six times, then hold **L1** + **R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold O and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Low camera angle—**Left**, **Right**, □, O, **Left**, **Right**, □, O

Slow down computer cars—O, △, □, X, O, △, □, X

Super speed—X, O, □, △, X, X, X, X

Super jumping ability—**Right**, **Right**, **Down**, **Up**, **Down**, **Left**, **Down**, **Down**

Change vehicles—**Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—**Up**, **Down**, **Down**, □, O, O, △, X. With the Debug code in place, the following options become available:

• Press □ + O + △ + X to make all of the vehicles on the track explode

• Hold **SELECT** and move the D-pad to tilt or rotate the camera angle

• Hold **SELECT** and press **L2** or **R2** to zoom in or out

• Hold **SELECT** and press □ to have the computer control your car

• Hold **SELECT** and press X to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

• Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.

• Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name "2LIVES" to cancel this code.

• Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.

• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISSION: IMPOSSIBLE

Secret Passwords

From the main menu, select "Load Game," then select "Password." Enter any of the following passwords below. For some of the passwords, even though the game will say "bad password," they will still work. Just start a new game or load another one to see the effects.

View secret message—T T O P F S E C R E T T
View any FMV sequence—S E E C O O L M O V I E
Slow-motion mode—I M T I R E D T O D A Y
Turbo mode—G O O U T T A M Y W A Y
Super jump—B I O N I C J U M P E R
All people move without animation—S C A R E D S T I F F F

Level Passwords

Submarine Pen Area—A B E M J Q L N V T P G
Russian Embassy—O G L I E S H V I R L L
Russian Embassy 2—I Q D S N J N T O M C I
KGB Warehouse—O Q R F F S I T J M N I
KGB Headquarters—E H N J H S U R W J M P
KGB Headquarters 2—I G C J M J M V M R B L
Security Hallway—G D P S I S J O W U A N
Security Hallway 2—G Q O F I S K T L M A I
Underground Sewage Plant—G G H I H S J V W R M L
IMF Headquarters—I J E N M U N H O N C J
IMF Headquarters 2—I M Q P N H N K O S C M
Infirmary—P B F R O U O P P W D B
CIA Rooftop—P M G K P U P K Q S D M
CIA Rooftop 2—K E J P P U P S R K E E
CIA Mainframe Computer—P J G N O U P H Q N D J
Waterloo Station—H D G G F P K Q M O B C
Train—I G I L G P M L M Y B O
Train 2—H D G O F T K Q M O B C
Train Roof—I G J D G T M L M Y B O
Lundkwist Base—N G H S M G O T X M G I
Tunnel—M O E E O J G H V X J H
Mainland—M K E H T J S S V V J D
Gunboat—A F Q M O J G P V T P G

MORTAL KOMBAT 3

Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, △ six times, X six times and O nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode

During the opening demo, quickly press X, O, △, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for Infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press X, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

• Player 1: Press Low Punch three times and Low Kick twice

• Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode, the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

3) Continue to hold Block + Run until the fight starts.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

Combos

3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes

• Enter "G T T B H R" for infinite lives

• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory

• Enter "C R V D T S" to see the credits from the end of the game

• Enter "R C K M N D" to see a demo of the rock boss exploding

Stage Passwords

Wind Stage—T H W M S B
Earth Stage—C N S Z D G
Prison Stage—R G T K C S
Water Stage—Z V R K D M
Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N
Qhan Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Quan Chi if you hold the **L1** button when you die. If you are holding the **L2** button when you die, you will warp to the battle with Shinnok.)

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold Up and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run** + **Block** + **High Punch** + **High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1** + **L2** + **R1** + **R2** + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

• Fatality 1—Press △ when "Finish Him/Her" appears.

• Fatality 2—Press O when "Finish Him/Her" appears.

• Animality—Press **L2** when "Finish Him/Her" appears.

• Friendship—Press **R1** when "Finish Him/Her" appears.

• Brutality—Press □ when "Finish Him/Her" appears.

MTV SPORTS: SKATEBOARDING FEATURING ANDY MACDONALD

Unlock all Boards, Costumes, Levels, and Skaters

At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle."

MUPPET RACE MANIA

Secret Codes

Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the screen after entering a correct code.

Unlock Fraggle Rock—X, □, X, □, X, □, △, O, X, □
Unlock end courses—O, △, □, △, X, △, □, O, △, X
Unlock Arches—□, O, X, O, □, △, O, X, O, △
Unlock Studio—□, □, O, O, X, O, △, O, △, □
Unlock all Muppets and vehicles—△, O, △, □, △, X, △, △, X, O

NASCAR 2001

Secret Codes

Unlock alternate John Andretti Car—Hold **R1** and press □, △, □, △
Unlock KC Monoxide (#101)—Hold **L2** and press □, O, X, **Down**, **Up**, **Right**, **Left**
Unlock 'Shorty' Leung (#100)—Hold **R2** and press □, O, X, **Up**, **Down**, **Left**, **Right**
Unlock Jocko Michaels (#167)—Hold **L1** and press □, △, □, O, X
Unlock Asher Boldt (#153)—Hold **L2** and press □, O, △, X
Unlock Proving Grounds Track—Hold **R1** and press **Left**, O, **Up**, **Down**, **Right**, **Right**
Unlock Treasure Island Track—Hold **L2** and press □, O, □, **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, X

NASCAR RUMBLE

All Tracks & More Cars
From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C9P5AUBNA" to unlock lots of cars and every track.

NBA LIVE 2000

Unlock Legends Players
From the "Game Setup" screen, press O to open the menu. Move the cursor to "Players," then press **Right** and then **X** to enter the Create Player screen. Enter any of the names below as the new player's name. Each line lists the name of the real player followed by the first and last name that you must enter to unlock that player, separated by a comma. For example, to unlock Charles Barkley, you must enter your newly created player's first name as MOUND OF and his last name as REBOUND. Note the space between the two words in the first name. Immediately after entering a name correctly, you'll get a message telling you that you've unlocked that player. In order to use unlocked players, you must go to the "Unlock Legends" screen and change their status to "Active."
Bob Petti—CRASH,BOARDS
Dolph Schayes—SET,SHOT
Paul Arizin—PITCHIN',PHILLI
Bill Sharman—CHARITY,STRIPE
Bob Cousy—B-BALLS,COOZ
Walt Frazier—COOL,CLYDE
Harry Gallatin—IRON,HORSE
Willis Reed—SOFT,TOUCH
Earl Monroe—MAGIC,PEARL
Richard Guerin—PLAY,MAKER
George Yardley—YARD,BIRD
Jerry Lucas—LUCAS,LAYUP
Billy Cunningham—LEAPING,KANGAROO
Cliff Hagen—HOOK,SHOT
Rick Barry—FDUL,SHOT
Shawn Kemp—POWER,DUNKER
Julius Erving—DDCTDR'S,IN
Dominique Wilkins—HIGH,LIGHT
Moses Malone—FREE,THROWS
Grant Hill—CLASS,ACT
Karl Malone—MAILMAN,DELIVERS
Charles Barkley—MOUND OF,REBOUND
John Stockton—JAZZ,MAN
Reggie Miller—OUTSIDE,THREAT
Lenny Wilkins—PLAYER,COACH
Oscar Robertson—BUCKS,BIG O
Dave Bing—THE,DUKE
Isiah Thomas—BAD BOY,ZEKE
Nate Archibald—BIG,TINY
Pete Maravich—PASSING,PATROL
Larry Bird—CELTICS,PRIDE
Robert Parish—CELTIC,CHIEF
Dave Cowens—RED,HEAD
Tommy Heinsohn—FLAT,SHOT
Sam Jones—BANK,SHOT
Larry Costello—CROSS,OVER
Hal Greer—JUMP,SHOT
Mitch Richmond—LIVE,COVERMAN
George Gervin—CHILLED,ICEMAN
Gary Payton—HUMAN,GLOVE
Bill Russell—ALL,DEFENSIVE
Bob Lanier—BIG,FOOT
Bill Walton—SHOT,BLOCKER
David Robinson—SUPRS,ANIMAL
Patrick Ewing—PLAYER,PRESIDENT
Jerry West—THE MR.,CLUTCH
Earvin Johnson—MAGICAL,GUARD
James Worthy—BIG,GAME
Shaquille O'Neal—LITTLE,WARRIOR
Elgin Baylor—OFFENSIVE,FORCE
Wilt Chamberlain—BIG,GOLIATH
John Havlicek—JOHN,HONDO
Kevin McHale—SIXTH,MAN
Scottie Pippen—COMPLETE,GAME
Andrew Phillip—WHIZ,KID
Michael Jordan—CDME FLY,WITH ME
Carlo Braun—HARD,WOOD
Walt Bellamy—ND,COMMENT
Wes Unseld—GLASS,CLEANER
Hakeem Olajuwon—THE DREAM,MACHINE

NCAA FOOTBALL 2001

Secret Codes
From the main menu, select "Game Settings," then select "Secret Codes." At the screen that appears, enter any of the codes below:
View entire poll—POPULARITY
Slow players—CEMENTFEET
Unlock all stadiums—OPENSESAME
View CPU's plays—MINDREADER
Fast players—SCRAMBLE
Daytime passes quickly—DAYNIGHT
Max. attribute points—BALLER
Max. recruiting points—HEADCOACH
Always catch the ball—HANDSOFGLUE
Always intercept the ball—OSKIE
Max. wind—SAFETY
Change the date—Y2K
Juggernaut team—BULLDOZER
EA Sports team—SANMATEO
Tiburon team—MAITLAND

NCAA GAMEBREAKER 2001

Easter Eggs
From the main menu, select "Customize," then select "Easter Eggs." At this screen, you may enter any of the passwords below. Note some of the spaces in the passwords. Also, you must enter small caps letters instead of lowercase letters in the game.
POWER HOUSE—Stronger season team in simulation
HAMMER—Season team with all 99 rating motivate—Always get everyone In Blue Chip recruiting
FRANKENSTEIN—Super walk-ons
HOLLYWOOD—View credits
Vers—Display game's version date
GO DEEP—Great passing game
REAL ESTATE—Great running game
PHYSICAL—Great blocking, tackling game
twins—Select the same team
BIGandsmall—Big team vs. small team

THE NEED FOR SPEED

Hidden Tracks
Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press **START**. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".
"Rally" Tracks
With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in Sega Rally. If you hold **L1+R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".
Secret Car
With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1+R1**; now you can choose the top secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.
Arcade Mode
Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold **L1+R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a Ridge Racer-style arcade game instead of a full-on simulation.
Machine Gun Horn
Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold L1, O, □ and diagonally Up/Left on the D-pad until the race starts. You can now blow everything out of your way by pressing **Up** to honk the horn. The noise it produces will sound like a machine gun.

NEED FOR SPEED II

Extra Camera Angles
When the "Loading..." screen appears before a race—with the course map on the screen—press and hold **L1 + R2 + △ + O**. Do not release the buttons until your car appears on the track. Now press the △ button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four.
Cheat Passwords
Enter any of the following passwords from the options menu to activate different features:
Access Ford Indigo car—LILZIP
Access Monolithic Studios track—SHDTME
Upgrade all cars to Pioneer engines—PDWR UP
Secret Vehicles
Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked:
Army Truck—ARMYME
Volkswagon Beetle—BEETME
BMW—BMWME
Mercedes-Benz—BNZME
Volkswagon Bug—BUGME
School Bus—BUSME
Citroen—CITME
Shipping Crate—CRATME
Pick-up Truck—JEPME
Landcruiser—LCME
Stretch Limousine—LIMOME
Log—LOGME
Mazda Miata—MAZME
Outhouse—OUTHME
Luxury Sedan—QUATME
Semi Truck—SEMIME
Army Truck II—SNOWME
Newsstand—STDAME
Covered Newsstand—STDBME
Souvenir Stand—STDCME
Monolithic Studios Tram—TRAMME
Tyrannosaurus Rex—TREXME
Van—VANME
Volvo Station Wagon—VOVME
Covered Wagon—WAGOME
Jeep Wrangler—YJME
To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "ARMYME", then enter the password "ARMYUE", then start the game.

NEED FOR SPEED: HIGH STAKES

Secret Vehicles
Enter any of the following passcodes as your user name to unlock the corresponding vehicle:
HOTROD—Unlocks the Titan
FLASH—Unlocks the Phantom
WHIRLY—Unlocks the Police Helicopter
Slower CPU
In Tournament or Special Events mode, just after you select "Race," quickly hold **Left + □ + O** until the race begins.
Blurry Mode
In any mode, just after you select "Race," quickly hold **Up + R1 + L2** until the race begins.
Turbo Mode
In any mode, just after you select "Race," quickly hold **Up + △ + X** until the race begins. During the race, hold **Up** any time for a speed boost.

NEED FOR SPEED III: HOT PURSUIT

Cheat Codes
Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:
Empire City Bonus Track—MCITYZ
AutoCross Hidden Track—XCNTRY
Caverns Hidden Track—XCAVB
The Room Hidden Track—PLAYTM
Scorpio-7 Hidden Track—GLDFSH
Space Race Hidden Track—MNBEAM
Activate Jaguar XJR-15—LJAGX
Activate Mercedes-Benz CLK-GTR—AMGMRC
Activate El Nino—ROCKET
All cars and bonus tracks (not hidden tracks)—SPOILT
All Camera Views—SEEALL
Speed and Language Codes
First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. **Up + R1+ R2**). You must keep these buttons held down until the loading screen appears in order for the codes to work.
Slow the game down by 20%—**Up + X + △**
Cops Speak With Different Accent—**Up + R1 + L2**
Cops Speak in German—**Up + R2 + L1**
Cops Speak in Spanish—**Down + R2 + L1**
Cops Speak in Italian—**Left + R2 + L1**
Cops Speak in French—**Right + R2 + L1**

NEED FOR SPEED V-RALLY

Cheat Codes
Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press **Up, Down**, then immediately hold the △ button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and O buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:
• Hold **L1** and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.
• Hold **L2** and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.
• Press **Left**, then press and continue to hold **R2**; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.
• Press **Left**, then **Right**; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NFL GAMEDAY 2001

Easter Eggs
From the main menu, select "Options," then select "Easter Eggs." At this screen, you may enter any of the passwords below. Note the spaces in some of them.
Tiny players—TINY GUYS
Big players—GIANTS
Big football—BIG PIG
Secret field—GO FIELD
Loud volume on big hits—CRUNCH
Special moves—SPECIAL MOVE
All players of similar ability—ALL EVEN
Always catch the ball—STICKEM
Super hard difficulty—UNBEATABLE
Super stiff arm—JACK HAMMER
Super swim move—LINE BUSTER
Players never get tired—ENDURANCE
Super fast game speed—COFFEE BREAK

NGEN RACING

Cheats
Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code.
400,000,000 credits—**R2, L2, R2, L1, R2, R1, R2, L1**
1st place in all races—**R1, L1, R1, R2, L2, R2, L2, L1**
Obtain all secret jets—**R1, R2, L1, L2, L2, L1, R2, R1**

NHL 2001

Hidden Players
At the main menu, select "Advanced Options," then select "Rosters," then "Player Management," then "Create Player." Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt press X, and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player.
ED BELFDUR
ROB BLAKE
PAVEL BURE
PETER FORSBERG
DOMINIK HASEK
JAROMIR JAGR
OLAF KOLZIG
NICKLAS LIDSTROM
OWEN NOLAN
SANDIS OZOLINSH
CHRIS PRONGER
DALE PURINTON
PATRICK ROY
GARTH SNOW
KEITH TKACHUK

TERRY VIRTUE
JOHAN WITEHALL
STEVE YZERMAN

NHL OPEN ICE

Secret Character
Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

NHL ROCK THE RINK

Secret Codes
After starting a new game, select "New User," then enter any of the items below as your name. You can toggle the unlocked cheats on and off at the "Rewards" screen under the main menu.
Unlock NHL teams—BAILEY
Unlock sound effects—NO CHANCE
Unlock boards—POWER SLAM

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ O △ □ ↓. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NIGHTMARE CREATURES II

Stage Select
At the main menu, hold **R2** + **L1** + O + □ and press **SELECT**. If you entered the code correctly, text will appear in the upper left corner. Move the cursor to "New Game," then press **Right** to cycle through the different stages. The stage name displayed when you press X will be the one where you'll start the game.
Cheats Menu
At any time during gameplay, press **START** to pause, then hold **R2** + **L1** + O + □ and press **SELECT**. If you entered the code correctly, the Cheats menu will immediately appear.

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select
Enter these codes at the main menu:
• **Level Select**—Hold **R1** and press **Down, Right, Left, Right**, □, O, □, △, O, □, **Right, Left.**
• **Movie Select**—Hold **R1** and press **Up, Left, Right**, □, O, △, □, **Right, Left, Up, Right.**
• **Green Farts**—Hold **R1** and press **Up, Left, Right**, □, O, X. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip
At any point in the game, hold **R1** and press O, O, X, X, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."
Stage Select
At the main menu, hold the **R1** button and press **Down, Up, Left, Right**, △, □, O, △, □, O, **Down, Up, Left, Right.**
Video Scene Select
At the main menu, hold the **R1** button and press **Up, Down, Left, Right**, □, O, △, O, □, O, **Up, Down, Left, Right.**

POOL HUSTLER

Secret Game Mode
At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down**, △, △, X, X, **Left, Right**, □, O; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling.

POWER MOVE PRO WRESTLING

Hidden Character: Sparrow
At the title screen, press O, **Right**, △, **Up**, □, **Left**, X, **Down**, X, **Down**, □, **Left**, △, **Up**, O, **Right, SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press **SELECT** to find Sparrow.
Hidden Character: Gorgon
At the title screen, press **L1, L1, L2, R2, R2, R1**, △, **Down**, X, **Up, SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press **SELECT** to find Gorgon.
Hidden Character: Sallie
At the title screen, press **Up, Down, Left, Right**, △, X, □, O, **L1, R1, L2, R2, SELECT**; you'll hear a bell. Now start the game. At the character-select screen, highlight El Temblor and press **SELECT** to find Sallie.

PSYBADEK

Cheat Passwords
G O A N Y W H E R E—Enable level select
G R E A S E D D E K—Slippery board
J E L L Y J E L L Y—Jelly mode
T O P S Y T U R V Y—Upside down mode
W A L K O N M O O N—Low gravity
D D N D A C H A O S—Invincibility
D D N T D I O N M E—Nine lives
I N L I L L I P U T—Big characters
S I Z O F A N A N T—Small characters
D E K P O W E R U P—Faster Dek

R/C STUNT COPTER

Cheat Codes
Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.
Down, Up, Left, Right, △, X, □, O—All Gold in training levels
Down, Up, Right, Left, △, X, □, O—Unlock all levels
Up, Down, Left, Right, △, X, □, O—Your name can be three letters longer
L2, R2, L1, R1, △, X, □, O—Mega Points
Up, Down, Left, Left, X, □, O, △—Unlock movie (selectable from the Options menu)

R-TYPES

Level Select
Highlight either *R-Type* or *R-Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause; you can choose any stage with the stage-select option at the pause menu.
Increase Speed
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left**, O.
Decrease Speed
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left**, X.
Use Any Weapon
Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, X, or O to equip yourself with a different weapon.

RAGE RACER

Mirror Mode
At the Car Select menu, highlight "Race Start," hold **L1** + **R1** and press **START** and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.
Custom Logo Colors
At the Team Logo design screen, highlight any color on the color pallette, hold **L1** + **L2** + **R1** + **R2** and press **SELECT**; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the pallette, highlight it, press **Up** or **Down** to highlight the red, green or blue pigment box, then hold the **R1** or **R2** button and press **Up** or **Down** to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

RAINBOW SIX

Main Menu Cheats
Enter the following codes at the main menu. A message will appear after entering a code correctly.
All levels—Hold **L1** and press O, X, O, □, □, △, X, X
All items—Hold **L1** and press △, X, X, O, □, O, X, △
Invincibility—Hold **L1** and press □, X, △, △, X, □, O, O
Invindble hostages—Hold **L1** and press O, O, □, △, X, △, X, O
No terrorists—Hold **L1** and press △, O, O, △, □, X, △, O
All operatives revived—Hold **L1** and press △, △, X, O, O, X, □, □
Reveal map—Hold **L1** and press X, O, □, △, △, □, O, X
No locked doors—Hold **L1** and press △, □, □, △, X, O, □, △
Turn off Victory Conditions—Hold **L1** and press O, △, △, X, O, □, X, △
All attributes set to maximum—Hold **L1** and press X, □, △, △, O, □, X, X
Watch ending—Hold **L1** and press □, △, □, □, O, O, X, △
In-Game Cheats
At any time during gameplay, press **START** to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.
Restore ammo—Hold **L1** and press □, □, O, △, X, △, X, △
Extra weapon—Hold **L1** and press X, O, O, △, □, X, □, O
Extra pistol—Hold **L1** and press X, △, □, O, □, X, △, □

RALLY CROSS

Cheat Codes
Choose "Season" mode and select "New Season". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the △ button and use the codes in any race mode:
Access "Veteran" mode—vet_me
Access "Pro" mode—im_a_pro
Access all cars, trucks and tracks—weeoo
No viscous friction (mud, water, etc. don't slow the car down)—noviscous
No collisions with other vehicles—banzai
Double the normal gravity—stone
1/2 normal gravity—float
3/4 normal gravity—feather
Realistic gravity—radbrad
Car wheels can turn 90 degrees—spinner
Cars with no wheels—no_wheels
Wheels with no cars—wheels
Fat tires—fat_tires

RALLY CROSS 2

Secret Codes
Enter the following codes as your name when you start a new season:
MODBMODB—Unlock all cars
PREVET—Unlock Veteran level cars and tracks
PREPRO—Unlock Pro level cars and tracks
INCORPOREAL—Pass through other cars

RAMPAGE 2; UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:
S M I 4 N—Unlock George
S 4 V R 5—Unlock Lizzie
L V P V S—Unlock Ralph
N O T 3 T—Unlock Myukus
B I G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RAYSTORM

Free Play Mode
When the words "Press Start Button" appear at the title screen, hold **L1** + **L2** + **R1** + **R2** and press **START**; when the main menu appears, continue to hold **L1** + **L2** + **R1** + **R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available.
B R O N Z E—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked
S I L V E R—Silver Class. In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked.
G O L D—Gold Class. In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.
C H A M P—Champ Class. In Arcade Mode, all boxers are also unlocked.
Two-Player Ring Codes
In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations while both players select a boxer. Also, the buttons must be held down until the match starts.
R1—Championship arena
L1—Two-tier arena
R1 + **L1**—Gym
Change Costume Colors
At the boxer selection screen, press □ + O simultaneously to change the currently selected boxer's colors.
Change Cornerman's Voice
The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding □ and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.
□ + **Up**—Irish accent
□ + **Left**—New York accent
□ + **Right**—African-American accent
□ + **Down**—Hispanic accent
Also, to change the voice to a high-pitched version of the Irish accent, hold **L1** + **R1** + □ until you hear a special sound effect.

REBOOT

Secret Codes
Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.
• **Free Shield with Every Glitch pick-up—Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**
• **Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**
• **Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**
• **Play as Dot Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

RESIDENT EVIL 2

Secret Photo
In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.
Alternate Clothes
Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.
Bonus Weapons
If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "Infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.
Secret Character: Hunk
To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "Infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to

save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.
Secret Character: Tofu
To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)
Extreme Battle Mode
Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

ROBOTRON X
Instant Power-Ups
At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, ○ is Fire Right and X is Fire Down.
Shield—**Down, Left,** □, ○
Two-Way Weapon—**Up,** △, **Up,** △
Three-Way Weapon—**Right, Right,** □, X
Four-Way Weapon—**Down, Down, Up,** ○
Pulse Wave—**Up,** ○, **Down, Right,** □
Speed Up—**Left, Left, Right, Right,** △
Flamethrower—**Down, Right, Down, Right,** ○

ROGUE TRIP: VACATION 2012
Cheat Codes
During the game, hold **L1 + R1 + R2** and press **SELECT**; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):
Quick $10,000 Cash—Hold **R1 + R2,** press **L1, Up, Down, Up, Down**
Infinite Weapons—Hold **L1 + R1,** press **Up, Down, Up, R2**
Mega Guns Mode—Hold L1 + R1 + R2 + X, press **Down**
Invulnerable Mode—Hold L1 + R1, press **Up, Down, Left, Right**
Upgrade Weapons—Hold **L1 + R1,** press **Left, Right, Left, Right**
Note: If you hold L1 + **R1 + R2** and press **Up, Down, Left, Right,** you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold **L1 + L2 + R1** and press **SELECT** to deactivate all cheats.
Passwords
Access the password entry screen from the options menu and enter any of the following codes to unlock special features:
Enable Goliath—△, **L1, R1,** X, **L2, L2**
Enable Nightshade—**R1, R2, L1, L1,** X, ○
Enable Helicopter—**L1,** △, **R2,** △, △, **R1**
Enable Alien Saucer—**R1,** □, X, □, **L2,** ○
Access "Funtopia" stage (Challenge mode only)—X, ○, **L2,** X, □, **L1**
Access "The Gulch" stage (Challenge mode only)—X, □, ○, **L1, L2,** □
Battle Boss 1 (Challenge mode only)—○, **R2, R1,** □, **L1, R2**
Battle Boss 2 (Challenge mode only)—○, ○, **L2,** L1, △, △
Infinite Jump—○, □, **R2,** X, △, **R2**
Infinite Turbo—□, X, ○, △, **R1, R2**
Double Pickups—**L1, L2,** ○, **L1, R1,** □
Increased Armor—**R1,** △, **R1,** △, **L1,** □
See *Duke Nukem: Time to Kill* movie—□, □, ○, ○, △, △
Play as Big Daddy
From the main menu, select "Options." Then, select "Password." Enter △, □, **R2,** X, △, **R2.** Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage.

ROLL AWAY
Secret Codes
Each of the following codes can be entered at any time during the game (not while paused):
• Chess pattern background—**L1,** ○, **Left, Right, L2, Left, R2, R2**
• Enable motion blur—**Right,** ○, **L2,** ○, **R1,** ○, □, ○
• Extra 30,000 points—□, **Up, Down, L2, R1,** △, X, △ (works only once per level)
• Temporary invincibility—**Right, Down, L1, R2, R1,** ○, △, □
• 30 extra seconds in Time Trial mode—○, **L1,** △, △, ○, X, △, **Down** (works only once per level)
• Warp to bonus stage—△, Up, △, **L2,** L1, L2, □, X
• Clear screen in bonus stage—**Right,** ○, □, **L1,** □, ○, ○, □

ROSCO MCQUEEN FIREFIGHTER EXTREME
Passwords
Laundry 2—**FLUFFY**
Laundry 3—**SWEATY**
Auto 1—**HOTROD**
Auto 2—**GREASE**
Auto 3—**BIGEND**
Harolds 1—**SMELLY**
Harolds 2—**WIDETY**
Harolds 3—**PLOW**
Leisure 1—**TRICEP**
Leisure 2—**MOTION**
Leisure 3—**HIPHOP**
Residential 1—**KENNEL**
Residential 2—**BARREL**
Runaround—**SPLASH**

RUSHDOWN
Unlock All Tracks
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right,** △, ○, △, ○. Now all of the tracks will be available when you select Arcade Mode.

SAMMY SOSA HIGH HEAT BASEBALL 2001
Secret Codes
Enter the following codes at the "Stadium Select" screen. You'll hear a special sound effect after entering a correct code.
3DO clouds—**L2, R2, L2, R2,** □, □
Flying objects in the sky—**R2, L2,** □, **L1, R1,** □

SAMMY SOSA SOFTBALL SLAM
Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the codes below. Each code will take effect as soon as you press **START** again to unpause the game.
Big Softball—**R1, R2, R1, R2, R1, R2**
Ball Cannon—**L1, L2, L1, L2, L1, L2**

SAN FRANCISCO RUSH
Secret Vehicles
Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:
• Hold △ to race in a U.F.O.
• Hold **L1** to race in a pick-up truck
• Hold **R1** to race in a British sportster
When the race starts, you'll be driving the vehicle you chose.

SHADOW MASTER
All Weapons
Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press **L1 + L2 + R1 + R2 + ○** simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.
Invincibility
In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 + X** simultaneously. A blue light will appear to confirm the code; now you're completely invincible.
Stage Select
In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 + △** simultaneously. A green light will appear to confirm the code. Now press **START** and exit the game; you'll find a stage-select option on the main menu.

SKULLMONKEYS
Cheat Codes
Press **START** during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.
Maximum Bullets—**Down,** ○, **Up, R2, Left,** △, **SELECT, SELECT**
Maximum Phart Heads—**R1, Left, Up, L1, L1,** □, **Right, SELECT**
Maximum Phoenix Hands—□, △, **R2, Left, SELECT,** ○, △, **Right**
Maximum Universe Enemas—**Left,** △, **Right, Down,** △, **SELECT, SELECT, SELECT**
Maximum Super Willies—**R1, Left,** □, △, **L1,** △, **R2, SELECT**
Maximum 1970s Icons—**SELECT,** ○, **Up, Left, Down, Up, Down,** □
Maximum Swirly Cues—**R1, Right,** ○, **R2, R2,** □, **Right, SELECT**
Maximum of All Status Items (except 1970s icons and Swirly Qs)—**L1,** △, **Down, R1,** ○, **Right, Up, SELECT**
Shield—**R2,** ○, ○, **Down, Left,** ○, **Right, Down**
Clean "Pause" Screen—**L2, Left,** ○, **R2, Down,** □, △, **Down**
Change Klaymen's Color—**L2,** ○, ○, **Left, SELECT, L2, Up, Down**
Psycho Klaymen—**Down, Right,** △, **L2, Up, Left,** △, **SELECT**
Slow-Motion Mode—**L1,** △, **Left, Down, R2,** △, **Left, SELECT**
Super Fast Klaymen—**Left,** □, **R2,** ○, **R1, Down,** ○, **R2**
Tiny Klaymen—**R1, Left,** □, △, **R1, Left,** □, △
Shoot Heads Instead of Bullets—**Down,** □, △, **Down, Down,** □, □, **Right**
Skip Current Sub-Level—△, **L1, L1,** □, **Right,** ○, △, **Down**

SLED STORM
Passwords
Enter the following passwords from the password entry screen under "Load/Save" at the options menu.
Ryan / Storm Sled—○, △, □, **R2, R2, L1,** X, △
Tracey / Storm Sled—○, △, □, △, **R2, L1,** X, △
Gio / Storm Sled—○, △, □, △, **L1, R2, L1,** X, △
Travis / Storm Sled—○, △, □, **R1, R2, L1,** X, △
Nadia / Storm Sled—○, △, □, □, **R2, L1,** X, △
Jay / Storm Sled—○, △, □, ○, **R2, R2, L1,** X, △
Jackal / 400cc—**L2, L2,** ○, **R2,** □, **R1, L1,** △
Sergei / 400cc—□, **L1,** □, **L2,** △, **R2,** X, ○
Sergei / Storm Sled—○, △, □, X, **R2, L1,** X, △
Unlock Demo Track—**R2, L1,** △, □, △, **R1,** ○, X
Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—□, X, **R2,** □, ○, **R1,** ○, △
Unlock Super Snocross 3 through 6—**R2,** △, X, **R2,** △, □, ○, X
"Fog" available in Track Select—□, **L1,** X, □, **R2,** X, △, ○
"Mirror" available in Track Select—○, **L1, R2, R2, R1,** X, △, **L2**

SMALL SOLDIERS
Cheat Passwords
○, ○, △, △, ○, X—Invincibility
△, △, ○, ○, X, □, X—All Weapons
Stage Passwords
X, X, △, □, □, X, ○, X—Gorgon
□, X, △, □, □, □, ○, X—Dimensional Temple
○, X, △, □, □, ○, ○, X—Floating Fortress
△, X, △, □, □, △, ○, X—Spirit Bog
X, □, △, □, □, X, △, X—Canyon Village
□, □, △, □, □, △, ○, X—Creepy Caverns
○, □, △, □, □, ○, △, X—Space Ship
△, □, △, □, □, △, △, X—Hall of Patriots
X, ○, △, □, □, X, X, □—Graveyard
□, ○, △, □, □, X, □—Nuclear Mine
○, ○, △, □, □, ○, X, □—Launch Center
△, ○, △, □, □, △, X, □—Ulhaden Fier
X, △, △, □, □, X, □, □—Garrison
□, △, △, □, □, □, □, □—Inner Sanctum

THE SMURFS
Level Select
From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press **L1, Up, Up, Down, Up, Left, Left, Up, R2.** You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

SOVIET STRIKE
Stage Passwords
Campaign #1: Crimea—**WORSTCASE**
Campaign #2: Black Sea—**GRANDTHEFT**
Campaign #3: Caspian—**GROZNEY**
Campaign #4: Dracula—**CHERNOBYL**
Campaign #5: Kremlin—**CIVILWAR**
Cheat Password
Enter the password **THEBIGBOYS** to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPAWN: THE ETERNAL
Cheat Codes
Each of the following codes can be entered while the game is paused:
• Temporary invisibility—Hold L1 + R1 and press □, □, ○, ○, △, X
• Temporary invincibility—Hold L1 + R1 and press △, △, X, X, □, ○
• All power-ups—Hold L2 + R2 and press △, ○, □, X, △, X
• All inventory—Hold L2 + R2 and press X, □, ○, △, □, ○
• Refill health meter—Hold L1 + R1 and press X, ○, △, □, X, ○
• Refill Magic—Hold L1 + R1 and press △, ○, X, □, △, ○
• Skip current level—Hold L1 + R1 + L2 + R2 and press △, X, □, ○, ○, ○

SPEED RACER
Access All Cars
At the car-select screen, hold **L1 + L2 + R1 + R2 + SELECT** + Down and press △; now all of the cars in the game will be available.
Extra Camera Views
During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.
Change the Time of Day
At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:
• Hold **L1 + L2** to race in bright daylight
• Hold **R1 + R2** to race at night
• Hold **L1 + L2 + R1 + R2** to race at twilight

SPICE WORLD
Giant Spice
At the menu screen where your character walks across the globe, hold the **START** button and press ○, □, ○, □.
Hidden Messages
Also at the "globe" menu, hold the **START** button and press ○, △, △, ○. You'll see the code on the screen to confirm. Now hold **START + SELECT** and press ○, ○, ○, ○ to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.
Handbag Code
At the globe menu, hold the **START** button and press □, △, ○, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.
Naked Spice Code
At the globe menu, hold the **START** button and press ○, △, △, ○. Next, press **L1 + L2 + R1 + R2 + START + SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

SPIDER-MAN
Cheats
From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen.
Unlock almost everything—**EEL NATS**
Symbiote Spidey costume—**BLKSPIDR**
Spidey 2099 costume—**TWNTYNDN**
Captain Universe costume—**S COSMIC**

Spidey Unlimited costume—PARALLEL
Scarlet Spider costume—LETTER S
Amazing Bag Man costume—AMZBGMAN
Ben Reilly costume—BNREILLY
Peter Parker costume—MJS STUD
Quick Change costume—ALMSTPKR
Storyboard viewer—CGOSSETT
All 6 game comic covers—ALLSIXCC
Level select—XCLSIOR
All 32 comic covers—CMC BUFF
Movie viewer—WATCH EM
Character viewer—CVIEW EM
What If contest—GBHSRSPM
Big head—DULUX
Joel Jewett as J. Jonah Jameson—RULUR
Invulnerable—RUSTCRST
Infinite webbing—STRUDL
Debug info on screen—LLADNEK

SPORTS CAR GT

Secret Codes
Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work.
Down, **Down**, **Left**, **Right**, **Up**, **Left**, Circle, **R2**—Unlock all tracks and classes
Up, **Left**, **Left**, **Right**, **Down**, **Right**, **L1**, Square—Start with $1,500,000 in Season Mode

SPYRO THE DRAGON

99 Lives
At any time during the game, press **SELECT**, □, □, □, □, □, O, **Up**, O, **Left**, O, **Right**, O, **START**.

SPYRO 2: RIPTO'S RAGE!

Cheat Codes
At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.
Learn all abilities—O, O, O, O, □
Big head mode—**Up**, **Up**, **Up**, **Up**, **R1**, **R1**, **R1**, **R1**, O
Parappa mode—**Left**, **Right**, Left, **Right**, **L2**, **R2**, **L2**, **R2**, □
View credits—□, O, □, O, □, O, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**
Find Gems
At any time during gameplay, press **L1** + **R1** + **R2**. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.
Change Spyro's Color
At any time during gameplay, press **START** to pause the game, then press **Up**, **Right**, **Down**, **Left**, **Up**, □, **R1**, **R2**, **L1**, **L2**, **Up**, **Left**, **Down**, **Right**, **Up**. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you un-pause the game.
Red—O
Blue—✕
Pink—□
Green—△
Light—**Up**
Dark—**Down**

STAR TREK: INVASION

Watch Credits Movie
At any "Mission Briefing" screen, press **Left**, **Right**, **Up**, **Down** five times and the credits movie will immediately appear.
Unlock Everything
At the "Stellar Cartography" screen, press **Up**, **Left**, **Down**, **Right**, **Up**, **Right**, **Down**, **Left**, **Up**, **L1** + **R1**, **L2** + **R2**. Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

STAR WARS EPISODE I: THE PHANTOM MENACE

Debug Menu
At the main menu, move the cursor to "Options" and press △, O, **Left**, **L1**, **R2**, □, O, **Left**. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold **L1** + **SELECT** and press △.

STREET FIGHTER ALPHA 3

Dhalsim's Wife
Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + **R2**. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.
Unlock Guile
Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.
Unlock Evil Ryu
After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode.
Unlock Shin Akuma
After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing **L2**.
Unlock Arcade Balrog
Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing **L2**.
Unlock Team Battle Mode
Clear the China course in World Tour Mode, or play the game for 16 hours.
Unlock Survival Mode
Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.
Unlock Dramatic Battle and Final Battle
Clear Arcade mode on the hardest difficulty level.

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma
At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.
Super Street Fighter II Turbo: Play Against Akuma
Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.
Super Street Fighter II Turbo: Remove Super Meter
At the character-select screen, choose your fighter with the □ (Jab) button, then release □ and quickly enter one of the following codes before the airplane flies across the map:
For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping □
For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping □
If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.
Street Fighter Alpha 2 Gold: Play as Cammy
To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the **START** button twice.
Street Fighter Alpha 2 Gold: Alternate Characters
• To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.
• If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.
• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

STREET FIGHTER EX PLUS ALPHA

Hidden Characters
At the Mode Select Screen, highlight "Practice" and press **SELECT**, **Up**, **Right**, **Down**, **Right**, **SELECT**. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game. Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.
Hidden Bonus Game
Again, in the Mode Select Screen, highlight "Practice" and press **SELECT**, **Up**, **Up**, **Right**, **Up**, **Right**, **Up**, **SELECT**. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*.

STREET FIGHTER EX2 PLUS

Unlock All Hidden Characters
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT**, **SELECT**, **Up**, **SELECT**, **SELECT**, **SELECT**, **Up**, **SELECT**, **Left**, **SELECT**, **SELECT**, **SELECT**, **SELECT**, **SELECT**. A message will immediately appear after entering it correctly.
Unlock All Bonus Games
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT**, **SELECT**, **SELECT**, **SELECT**, **SELECT**, **Left**, **SELECT**, **SELECT**, **SELECT**, **Up**, **SELECT**, **Right**, **SELECT**, **SELECT**. A message will immediately appear after entering it correctly.
Unlock Maniac Mode
At the "Mode Select" screen, move the cursor to "Practice" then press **SELECT**, **SELECT**, **SELECT**, **SELECT**, **SELECT**, **Left**, **SELECT**, **SELECT**, **SELECT**, **SELECT**, **SELECT**, **Down**, **SELECT**, **SELECT**, **SELECT**, **Down**, **SELECT**, **Right**, **SELECT**, **Down**, **SELECT**, **Right**, **SELECT**, **SELECT**, **SELECT**, **SELECT**. Maniac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly.
Unlock Sample Data
At the "Mode Select" screen, move the cursor to "Practice," then press **SELECT**, **Down**, **SELECT**, **Left**, **SELECT**, **Up**, **SELECT**, **Up**, **SELECT**, **Right**, **SELECT**, **Up**, **SELECT**, **Left**, **SELECT**, **Up**, **SELECT**, **Right**, **SELECT**. The "Sample" option will appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly.

STREET SKATER

Secret Codes
Enter the following codes at the main menu. You'll hear a voice say "Yeah!" each time you enter a code correctly.
Right, O, □, **Left**, □, O, **R1**, **L1**—Unlock courses
Right, **Right**, **R1**, **R2**, **Left**, **Left**, **L1**, **L2**—Unlock all boards
Left, **Left**, □, **Right**, **Right**, O, **R1**, **R1**—Unlock Sarah
Left, **Right**, O, □, **R2**, **L1**, **L2**, **R1**—Unlock Mick
Right, O, **Left**, **Left**, O, O, □, □—Unlock Bonobo

STREET SKATER 2

Secret Codes
Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.
Unlock all skaters—**Left**, **Left**, O, O, **L2**, □, **Right**, **R2**
Unlock all boards—O, O, □, O, □, □, O, **R1**
Unlock all courses—**Left**, **Right**, **Left**, **Right**, O, **R1**, □
Max Trick Level and Skill Points—**L1**, □, **Left**, **Left**, **R2**, **Left**, **R1**, **Left**
Unlock "Movie" item in main menu—**R2**, **R2**, **L1**, **L2**, **L1**, **R1**, **R1**, **R1**
Alternate Clothes
Hold **L1**, **L2**, **R1** as you select a character at the "Skater Select" screen.

SUPERCROSS 2000

Secret Codes
At the Select Event screen, Press **R1**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."
N O C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 4 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M 0 0 N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T 0—Pluto gravity
H 0 P—Add hop button
M 0 R 3 C 4 M S—Extra camera modes
N 0 R 1 D 3 R S—No riders on bikes
H 3 4 D L 3 5 S—Headless riders
B L 0 C K M 3—Opponent riders get in your way
N 0 0 F F T R 4 C K—No more off track
S K 1 P P 1 N G S—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPERCROSS CIRCUIT

Secret Codes
From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below:
Big helmets—BIG_HELMETS
Headless riders—SLEEPYHOLLOW
Invisible bikes—FLOATING

SYPHON FILTER

All Weapons + Infinite Ammo
During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right** + **L2** + **R2** + □ + O and press X.
Stage Select
During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left** + **L1** + **R1** + **SELECT** + □ and press X.
Movie Theater
In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right** + **L2** + **R1** and press X. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.
Hard Difficulty
At the title screen, highlight "New Game," hold **Left** + **L1** + **R2** + **SELECT** + □ + O and press X.
Super Ammo
Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold **Left** + **L1** + **R2** + **SELECT** + □ + ✕ (in that order). You'll hear a sound effect confirming input of the code.

SYPHON FILTER 2

Hard Difficulty
At the title screen, hold **Up** + **SELECT** + **L1** + **R2** + □ + O and press X twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.
End Level
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Map." Next, hold **Right** + **L2** + **R2** + O + □ and press X. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu.
Super Agent
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold **L2** + **SELECT** + O + □ and press X. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.
Watch All Movies
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold **Right** + **L1** + **R2** + O and press X. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

TENCHU: STEALTH ASSASSINS

Restore Health
Press **START** during the game to pause, then

press Left, Left, Down, Down, □, □, △, □ to refill your energy.
Increase Item Capacity to 99
At the Item select screen, hold L1 and press Left, Left, Down, Down, □, □, △, □.
Unlock All Secret Ninja Tools
At the Item select screen, hold R1 and press Left, Left, Down, Down, □, □, △, O.
Increase Item Inventory
At the Item select screen, hold L2 and press Left, Left, Down, Down, □, □, △, X.
Ayame's Sexy Armor
At the Item select screen, press Left, Left, Down, Down, □, □, △, O.
Enable Japanese Voice-Over
At the "Select Stage" screen, hold L1 and press Left, Left, Down, Down, □, □, △, O.
Enable Enemy Layout Selection Screen
At the "Select Stage" screen, hold R1 and press Left, Left, Down, Down, □, □, △, X.
Debug Mode
At any time during the game, press START to pause, then hold L1 + R2 and press Up, △, Down, X, Left, □, Right, O. Next, release L1 + R2 and press L1, R1, L2, R2, then press START to unpause. Now you can call up a programmers debug menu at any time during the game by pressing L2 + R2. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

TENCHU 2: BIRTH OF THE ASSASSINS

Unlock Missions
At the "Mission" screen, hold O + □ + SELECT and press Right, Right, Right, Up, Left, Down, R2.
Unlock Tatsumaru
At the "Mission" screen, hold O + □ and press R1, R2, L2, L1, Up, Down, Left, Right, SELECT. You must press Right or Left repeatedly to scroll the selected character to Tatsumaru.
Unlock Office in Mission Editor
From the main menu, select "Mission Editor." Then, select "Edit Mission." Next, at the "Edit Mission" screen, hold L2 and press O, □, Left, Right, O, □. You'll hear a special sound effect if you entered the code correctly. Now, when you adjust your "Mission Settings," you'll be able to select the Office location instead of the Dojo.
Unlock Missions in Mission Editor.
At the "Edit Mission" screen, hold O and press Up, Up, Down, Down, Left, Right. To unlock additional missions, you may also hold O + R2 and press Up, Down, Down, Right, Left, Left. You'll hear a special sound effect if you entered either code correctly.
Unlock All Items
At the "Items" screen, press □, □, O, □, O, O, Left, Up, Down, Right, R2, R2. All items will appear after entering the code correctly.
Increase Item Count
At the "Items" screen, hold R1 + □ and press Right, Down, Left, Up. The inventory of each of your items will increase by 1 after entering the code correctly. You may enter this code repeatedly to obtain up to 98 of every item.
Complete Map
At any time during gameplay, hold SELECT and press O five times. After entering this code correctly the entire mission's map will be revealed. You'll have to repeat this code every time you look at the map.
Restore Health
At any time during gameplay, press START to pause, then hold □ and press Left, Right, Up, Down. When you release □ the game will unpause automatically and you'll have all your health. Each time you use this code, it will count as being spotted once.

TEST DRIVE LE MANS

Secret Codes
Change your name to any of the names below to get the corresponding effects:
Race as the Audi R BR—M A Y O U
Race as the BMW V12 LMR—P D H L I N
Race as the Toyota GT-1—P I N O U
Race as the Spacecraft on a course in space—N A I M A R
Race as the Spacecraft—M M t
Race as the Jet—M M 2
Race as the Mad car—M M 3
Race as the Taxi—M M 4
Race as the Bus—M M 5
Race as the Ice car—M M 6
Race as the Submarine—M M 7
Race as the Hot Dog—H O T D D G
Race as the Cheese—F R O M A G E
Race as the PorkPie—P I E
Race as the Pizza—P I Z Z A
Race as Team Baptiste—B U G G Y 2
Race as Team Ivanov—B U G G Y 3
Race as Team Lumiere—B U G G Y 4
Race as Team Morgan—B U G G Y 5
Race as Team Roberts—B U G G Y 6
Race as Team Rossi—B U G G Y 7
Race as Team Xu—B U G G Y 8
Alternate "Try Again" screen—J A C K P O T

THEME PARK

Cheat Code
Enter your nickname as "BOVINE" and start a new park. When the game starts, press □ + X + O simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game.

THRASHER: SKATE AND DESTROY

Secret Character
From the main menu, select "Skate," then select "Roach" as your character. At the character name screen, enter "beesuitguy" as your name.
Extra Points
During a game, press START to pause, then hold L1 + R2 and press O. You'll hear a special sound effect. Each time you press O, your score will go up by 5,000 points. You can repeatedly press O to accumulate large scores.

TIME CRISIS

Secret Cheat Menu
At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

TINY TANK

Level Select
From the main menu, move the cursor to "New Game," then hold down L1 + L2 + R1 + R2 + Left + O and press SELECT.
Cheat Codes
From the main menu, move the cursor to "Options," then hold down L1 + L2 + R1 + R2 and press X. You may enter any of the codes below at the "Cheat Codes" screen that appears.
Low gravity—F E A T H E R

TOMB RAIDER

Stage Skip
During the game, press SELECT to access the inventory screen, then press L2, R2, L1, O, △, L1, R2, L2. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.
Access All Weapons
During the game, press SELECT to access the inventory screen, then press L1, △, R2, L2, L2, R2, O, L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.
Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press Down at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER II

Exploding Lara
Using the R1 button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explode!
All Weapons & Items
Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (O in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.
Level Skip
Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (O in the default control configuration) to face the opposite direction in mid-air. Lara will freeze and you'll warp to the end of the current level.

TOMB RAIDER III

Bonus Level
If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.
Secret Room
To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.
Cheat Codes
These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:
• All Weapons, Items & Ammo—L2, R2, R2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2. Lara will scream if you've entered the code correctly.
• Level Skip—L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara will say "No" if you enter the code correctly.
• All Secrets—L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
• Racetrack Key (in Lara's Home)—R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
• Refill Health—R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2. You'll hear Lara wince when you enter this code correctly.

TOMB RAIDER: THE LAST REVELATION

Skip Level
At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold L1 + L2 + R1 + R2 + Up and press △. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

In-Game Codes
At any time during the game, press START to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.
100% Health—SELECT, SELECT, O, O, Up, Up, SELECT
0% Health—SELECT, SELECT, O, O, Down, Down, SELECT
Invincible—SELECT, SELECT, O, O, △, △, △, △
Invulnerable to Enemy Bullets—SELECT, SELECT, O, O, △, SELECT
HUD Toggle—SELECT, SELECT, O, O, Left, Right, SELECT
Max. Weapons—SELECT, SELECT, O, O, L1, L1, R1, R1
Remove Floor—SELECT, SELECT, O, O, SELECT, SELECT, O, O
Complete Mission—SELECT, SELECT, O, O, SELECT, O
Debug Info—SELECT, SELECT, O, O, L2, R2
Camera Cheat—SELECT, SELECT, O, O, R2, R2
Move all objects and enemies by walking—SELECT, SELECT, O, O, SELECT, SELECT, △, △
Remove all objects except enemies—SELECT, SELECT, O, O, SELECT, SELECT, □, □
Display movement boundaries—SELECT, SELECT, O, O, △, △, □, □
Run faster—SELECT, SELECT, O, O, □, □, O, O
Main Menu Codes
Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.
Unlock All Movies—SELECT, SELECT, O, O, L1, L1, L1, L1, L1, L1, L1
Access All Missions—SELECT, SELECT, O, O, L1, L1, O, L1, L1

TONY HAWK'S PRO SKATER

Cheat Codes
Enter each of the following codes in the middle of a game. You must press START to pause the game, input the code, and press START again to unpause. After successfully inputting a code and before pressing START for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.
Unlock Levels, Videos, Boards, & Officer Dick—Hold L1 and press O, Right, Up, Down, O, Right, Up, □, △
All stats at 10—Hold L1 and press □, △, Up, Down
All stats at 13—Hold L1 and press X, □, □, △, Up, Down
Unlock Levels—Hold L1 and press △, Right, Up, □, △, Left, Up, □, △
Unlimited Special—Hold L1 and press X, △, O, Down, Up, Right
Big Head Mode—Hold L1 and press □, O, Up, Left, Left
Unlock "Skip to Restart" in pause menu—Hold L1 and press □, O, X, Up, Down
Slow Motion Mode—Hold L1 and press □, Left, Up, □, Left
Unlock Private Carrera
First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press START to pause the game, then hold L1 and press △, Up, △, Up, O, Up, Left, △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Unlock Almost Everything!
At any time during gameplay, press START to pause, then hold L1 and press X, X, X, □, △, Up, Down, Left, Up, □, △, X, △, O, X, △, O. The words on the pause menu will shake left to right after entering the code correctly. Next, select "End Run," and messages will appear describing all the newly unlocked items and features—including the ability to play as Spider-Man!
Infinite Special
At any time during gameplay, press START to pause, then hold L1 and press X, △, O, O, Up, Left, △, □. The words on the pause menu will shake left to right after entering the code correctly.
Faster Gameplay
At any time during gameplay, press START to pause, then hold L1 and press Down, □, △, Right, Up, O, Down, □, △, Right, Up, O. The words on the pause menu will shake left to right after entering the code correctly.
Faster Player
At any time during gameplay, press START to pause, then hold L1 and press X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left. The words on the pause menu will shake left to right after entering the code correctly. You may enter this code multiple times to increase the effect.
Thinner Player
At any time during gameplay, press START to pause, then hold L1 and press X, X, X, X, □, X, X, X, X, □, X, X, X, X, □. The words on the pause menu will shake left to right after entering the code correctly. You may enter this code multiple times to increase the effect.
Turn Blood Off
At any time during gameplay, press START to pause, then hold L1 and press Right, Up, □, △. The words on the pause menu will shake left to right after entering the code correctly. You may repeat this code to turn blood back on.
All Stats at 10
At any time during gameplay, press START to pause, then hold L1 and press X, △, O, □, △, Up, Down. The words on the pause menu will shake left to right after entering the code correctly.
Big Head Player
At any time during gameplay, press START to

pause, then hold **L1** and press □, ○, **Up**, **Left**, **Left**, □, **Right**, **Up**, **Left**. The words on the pause menu will shake left to right after entering the code correctly.

Unlock Neversoft Skaters

At the main menu, hold **L1** and press **Up**, □, □, △, **Right**, **Up**, ○, △. The skateboard wheel will spin around for a moment after entering the code correctly. Next, select "Create Skater." Create a new skater with any of the names below to play as that person. Note the space in between first and last names!

JOEL JEWETT
CONNOR JEWETT
MICK WEST
JEREMY ANDERSEN
EDWIN FONG
JUNKI SAITA
AARON CAMMARATA
RALPH D'AMATO
NOEL HINES
GARY JESDANUN
RYAN MCMAHON
NOLAN NELSON
JOHNNY DW
SCOTT PEASE
CHRIS RAUSCH
DARREN THORNE
JASON UYEDA

TRICK'N SNOWBOARDER

Resident Evil Snowboarders

At the title screen, press △, △, ×, ×, □, ○, □, ○. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series.

TRIPLE PLAY 2001

Triple Play Dream Team

From the main menu, select "Single Game." Then, when you reach the Team Select screen, press **Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**, **Left**, **Right**. You'll hear a special sound effect, a voice will say "Triple Play Baseball!" and the currently selected team will change to the Triple Play Dream Team.

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused):

Mega Machine Guns—Hold **R2**, press **Up**, **Down**, **Left**, **Right**, **Right**, **Left**, **Down**, **Up**

Invincibility—Hold **L1** + **R1**, press **Up**, **Down**, **Left**, **Right**, **Right**, **Left**, **Down**, **Up**

Infinite Weapons + Turbo—Hold **L2** + **R2**, press **Up**, **Down**, **Left**, **Right**, **Right**, **Left**, **Down**, **Up**

Note: If you hold **L1** + **L2** + **R1** + **R2** and press **Up**, **Down**, **Left**, **Right**, **Right**, **Left**, **Down**, **Up**, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with **L1** and **R1** held down, then enter the "God Mode" code with all four **L** and **R** buttons, you will end up with infinite weapons and turbo but the invincibility will be turned off.

Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with **L1** or **R1**, then hold **L2** and press **Up**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm—Right, **Left**, **Up**
Freeze Burst—**Left**, **Right**, **Up**
Drop Mine—**Right**, **Left**, **Down**
Rear Attack—**Left**, **Right**, **Down**
Shield—**Up**, **Up**, **Right**
High Jump—**Up**, **Up**, **Left**
Invisibility—**Right**, **Down**, **Left**, **Up**

Sell Your Soul

If you're low on health, quickly press **Down**, **Up**, **Right**, **Left**, **Up**, **Up**, **Down**, **Down** during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.

Minion Special

To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=**R2**) and quickly press **Up**, **Down**, **Up**, **Up**. This only works when your Advanced Attack Energy bar is full.

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth—**Up**, **L1**, △, **Right**
Minion—**L1**, **Up**, **Down**, **Left**

Secret Stages

At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

"Assault on Cyburbia" stage from *Twisted Metal*—**Down**, **Up**, **L1**, **R1**
"Rooftop Combat" stage from *Twisted Metal*—**Down**, **Left**, **R1**, **Down**
"Suicide Swamp" stage from *Jet Moto*—**Up**, **Down**, **Right**, **R1**

TWISTED METAL III

God Mode

At any time during gameplay (not while paused), quickly press **Up**, **Down**, **Up**, ○, **Right**, △, □, **Up**, **Down**, **L2**.

Temporary Invisibility

At any time during gameplay (not while paused), quickly press **Up**, **Down**, **Left**, **Right**.

Cheat Passwords

L1, **L1**, **R1**, **R1**, **R1**—Infinite Special Weapons
↑, ↑, ↑, ←, ←—Access Warehouse level in Deathmatch mode
○, ○, **L1**, **L1**, START—Play as Sweet Tooth in Tournament mode
→, →, →, ←, ←—Play as Sweet Tooth in Deathmatch mode
↑, START, ↓, **L1**, □—Play as Minion in Tournament mode
←, ←, ←, →, →—Play as Minion in Deathmatch mode
START, START, START, START, START—Unlock memory card save option

TWISTED METAL 4

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.

God Mode— **Down**, **Left**, **L1**, **Left**, **Right**
Unlock Minion—△, **L1**, **L1**, **Left**, **Up**
Unlock Sweet Tooth—START, **R1**, **Right**, **Right**, **Left**
Unlock Crusher—**Down**, **R1**, **Right**, **R1**, **L1**
Unlock Moon Buggy—START, △, **Right**, **L1**, START
Unlock RC Car—**Up**, **Down**, **Left**, START, **Right**
Unlock Super Auger—**Left**, ○, △, **Right**, **Down**
Unlock Super Axel—**Up**, **Right**, **Down**, **Up**, **L1**
Unlock Super Thumper—○, △, START, ○, **Left**
Unlock Super Slamm—**Right**, **L1**, START, ○, START
All items are Napalms—**Right**, **Left**, **R1**, **Right**, ○
Unlimited special weapons—△, **L1**, **Down**, △, **Up**
CPU attacks only you—**Right**, △, **Right**, △, **L1**

URBAN CHAOS

Unlock All Levels

At the main menu, make sure the cursor is not on "Options," then hold **R1** + **L1** + **SELECT** and press START. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.

Extra Weapons

At any time during gameplay, hold down □ + ○ + △ + × and press **Right**. Each time you do this, weapons will appear around you to pick up.

VIGILANTE 8: 2ND OFFENSE

Secret Codes

From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press **L1** + **R1** at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press × again immediately after entering the code.

Faster firing rate—RAPID_FIRE
Slower gameplay—GD_SLDW_MD
Higher suspensions—JACK_IT_UP
Faster cars—MDRE_SPEED
Heavier cars—GD_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HDME_ALDNE
No gravity—NO_GRAVITY
Big wheels—GD_MDNSTER
Watch all endings—LDNG_MDVIE
No wheel attachment icons—DRIVE_DNLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER FIRE
Select same cars in multi-player—MIXED_CARS

Unlock Original Vigilante 8 Levels

At any time during gameplay, press **START** to pause the game. Press the **D**PEN on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen:

P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
M S K D L T L R Y—Masked Little Rey Enabled

WCW NITRO

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**, **SELECT**; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.

Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1**, **R2**, **R1**, **R2**, **SELECT** to advance through the list (or **L1**, **L2**, **L1**, **L2**, **SELECT** to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

- Big Head—**R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R1**, **R2**, **SELECT**
- Big Head, Hands and Feet—**R2**, **R2**, **R2**, **R2**, **R2**, **R2**, **R2**, **R1**, **SELECT**
- Swelling Head—**L1**, **L1**, **L1**, **L1**, **L1**, **L1**, **L1**, **L2**, **SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WILD 9

Cheat Codes

Each of the following cheats can be entered while the game is paused:

- Red Beam—**Right**, **Up**, **Left**, ○, **Up**, ○, ○
- Restore Energy—**R1**, △, **L1**, **Left**, △, ○, ×
- 10 Grenades—**R1**, ×, **R1**, **Right**, □, **Right**, □
- 10 Missiles—×, ○, **R1**, **Right**, △, ×, △
- Open all Levels—**Up**, **Left**, **Down**, **R2**, **Right**, □, × (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

WIPEOUT 3

Secret Codes

Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code.

W I Z Z P I G—Unlock all tracks
J A Z Z N A_2—Unlock Phantom class
A V I N I T—Unlock more ships
T H E H A I R—Unlock all Challenges
B E B E D E E—Speed Pads are white
C A N E R_ W—Unlock prototype courses
M O O N F A C E—Infinite Hyper-thrust
D E P U T Y—Infinite random weapons (press □ during the game to obtain a new weapon)
B U N T Y—Unlock all tournaments
G E D R D I E—Infinite shields and Hyper-thrust

WU-TANG: SHAOLIN STYLE

Unlock All Characters

At the main menu, press **Right**, **Right**, **Right**, **Right**, **Left**, **Left**, **Left**, **Left**, □, ○, □, ○. You'll hear a special sound effect if the code was entered correctly.

Even More Characters

After entering the above code, in Versus Mode you may play as additional characters by holding **SELECT** and pressing × while the cursor is at any of the original nine characters as shown below. You won't see the new character until gameplay begins.

Fearmentor—Hold **SELECT** and press × at RZA
Cerith—Hold **SELECT** and press × at GZA
Lecher—Hold **SELECT** and press × at Dl' Dirty
Xin—Hold **SELECT** and press × at Inspectd Deck
Bone Gear—Hold **SELECT** and press × at Raekwon
Gasche—Hold **SELECT** and press × at Masta Killa
Otis—Hold **SELECT** and press × at Ghostface Killah
Sinensis—Hold **SELECT** and press × at U-God
Hystrix—Hold **SELECT** and press × at Method Man

X-MEN: MUTANT ACADEMY

Unlock Everything

At the main menu, quickly press **SELECT**, **Up**, **L2**, **R1**, **L1**, **R2**. You'll hear a special sound effect if you input the code correctly.

X-MEN VS. STREET FIGHTER

Secret Options Menu

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, **Right**, ○, **L1**; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

- "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1** + **R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an Immediate attack on your opponent.
- If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → ↗ + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace

Alternate Chun-Li Costume

Highlight Chun-Li at the character-select screen, hold the **SELECT** button and press any action button to choose her. Chun-Li will appear in her *Street Fighter Alpha* costume.

XENA: WARRIOR PRINCESS

Invincibility

At the main menu, press **Up**, **Up**, **Up**, ○, □, **Up**, **Right**, **Left**. You'll hear a special sound effect to confirm the code.

4x Sword & Armor Upgrades

At the main menu, press △, □, △, □, □, **Up**, **Up**, **Up**. You'll hear a special sound effect to confirm the code.

GAME BOY

1942

Passwords
Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

A BUG'S LIFE

Passwords
Level 2—9 L K K
Bonus Level—B L 2 6
Level 3—5 P 9 K
Level 4—6 6 S 2
Level 5—8 K K 2
Level 6—2 P L B
Level 7—6 5 6 2
Level 8—L 5 9 B

ANTZ

Passwords
Stage 2—B C C B
Stage 3—D Q G H
Stage 4—H G G F
Stage 5—N B F G
Stage 6—K G B F
Stage 7—Q G J J
Stage 8—G Q H G
Stage 9—F L D P
Stage 10—K G Q Q
Stage 11—D L G Q
Stage 12—C B H G
Stage 13—J B J G
Stage 14—P L D P
Stage 15—L F G B
Stage 16—D Q L D
Stage 17—C L P G
Stage 18—D L H D
Stage 19—L F Q G

ASTEROIDS (Game Boy Color version)

Passwords
Enter these passwords from the "Single Player" option under the main menu.
S P A C E V A C—Zone 2
S T A R S B R N—Zone 3
W O R M S I G N—Zone 4
I N C O M I N G—Zone 5
P R O J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock *Classic Asteroids*. The option to play *Classic Asteroids* will appear on the main menu.
C H E A T O N X—Unlock cheat menu. Press **SELECT** in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

AUSTIN POWERS: OH BEHAVE!

Secret Messages
At any point during the game, enter "FABDOS" and input any of the following words to display a secret message. You must press **B** after typing each word.
SHAG
HORNY
RANDY

AUSTIN POWERS: WELCOME TO MY UNDERGROUND LAIR!

Secret Messages
At any point during the game, enter "EVILDOS" and input any of the following words to display a secret message. You must press **B** after typing each word.
LASER
BIGGLESWORTH

BABE AND FRIENDS

Passwords
Level 2—8 0 B
Level 3—R N 6
Level 4—G 5 M
Level 5—R M 1
Level 6—N 6 W
Level 7—T Y Q

BOARDER ZONE

Passwords
Unlock Time Course 4—1 3 1 0 9 5
Unlock Time Course 5—0 2 0 9 7 1
Unlock Trick Course 5—2 9 0 7 7 1
Unlock Slalom Course 5—3 1 0 1 6 9

BUFFY THE VAMPIRE SLAYER

Passwords
3 N K F Z B—Episode 2
9 M D 1 W V—Episode 3
X T N 4 F 7—Episode 4
5 B V P L 2—Episode 5
9 D 6 F 0 5—Episode 6
B N P X Z 9—Episode 7
G H 9 M R Y—See the ending

BUGS BUNNY CRAZY CASTLE 3

Garden Passwords
Stage 5—5 T B X 4 R
Stage 10—L 4 B X 4 N
Stage 15—4 2 B 2 G B
Hall Passwords
Stage 16—G H B 2 4 B
Stage 20—3 9 B V 4 ●
Stage 25—7 Y S V G T
Stage 30—V D 5 B G T
Basement Passwords
Stage 31—Z B 5 2 4 C
Stage 35—F M X X G I
Stage 40—T J X V B K
Stage 45—D 5 L 2 B 6
Treasury Passwords
Stage 46—8 C L V D J
Stage 50—7 D L B B 9
Stage 55—R 3 L V D R
Stage 60—9 9 L B D H
Old Castle Password
Stage 61—6 Z L X D H

BUST-A-MOVE MILLENIUM

"Hidden" Puzzle Mode (Normal Field)
At the title screen—while the words "PRESS START" are flashing—press **A**, **A**, **Down**, **Up**. A purple Space Invader will appear in the lower left corner of the screen to confirm the code. Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" when the Mode Select screen appears. You'll be able to choose a new "Hidden Mode" from the next screen; it has a completely new set of puzzles.
"Hidden" Puzzle Mode (Wide Field)
At the title screen—while the words "PRESS START" are flashing—press **Left**, **Right**, **B**, **B**. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code. Similar to the "Normal Field" cheat above, this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode.
Unlock All Secret Characters
At the title screen—while the words "PRESS START" are flashing—press **B**, **A**, **B**, **Down**. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from (including Bob, Dreg and Sonic Blast Man) in any game mode that has a character-select menu.

CARMAGEDDON

Secret Password
Enter 0 2 6 5 Z D ♡ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip
Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

CHICKEN RUN

Level Passwords
Enter the following passwords to start at any level you choose. See page 30 of the game's instruction manual to learn the names of the medals. If you don't have a manual, here are the names of the medals in order (press **Down** to advance through the list): Bronze, Cross, Valor, Silver, Honor, Bravery, Crown, Diamond.
Level 2—Bronze, Cross, Crown, Bravery
Level 3—Diamond, Bravery, Honor, Bronze
Level 4—Cross, Bravery, Bronze, Bronze
Level 5—Crown, Diamond, Crown, Honor
Level 6—Valor, Diamond, Cross, Silver
Level 7—Honor, Valor, Cross, Bronze
Level 8—Diamond, Silver, Cross, Crown
Level 9—Honor, Valor, Bravery, Diamond
Level 10—Bronze, Bravery, Cross, Bravery
Level 11—Silver, Cross, Silver, Diamond
Level 12—Bravery, Diamond, Cross, Valor
Level 13—Silver, Cross, Bravery, Bravery
Level 14—Valor, Crown, Valor, Valor
Level 15—Bronze, Crown, Cross, Honor
Level 16—Valor, Silver, Bravery, Bravery
Level 17—Bronze, Silver, Valor, Diamond
Level 18—Crown, Valor, Diamond, Silver
Level 19—Cross, Silver, Silver, Crown
Level 20—Silver, Diamond, Valor, Bravery
Level 21—Crown, Valor, Cross, Silver
Level 22—Honor, Cross, Crown, Cross
Level 23—Crown, Silver, Cross, Honor
Level 24—Honor, Diamond, Valor, Diamond
Cheat Passwords
Enter any of the following codes at the password screen just as you would enter the stage passwords listed above. You'll hear a signal to confirm each code; note that it's different from the sound you hear when entering an incorrect password (and Fowler will not say that he doesn't recognize the password). You can enter as many of these codes as you wish in order to combine their effects; you can also enter a stage password when you're done.
Infinite time—Diamond, Honor, Cross, Crown
Infinite chicken feed—Valor, Valor, Bravery, Bronze
Mr. & Mrs. Tweedy can't see you—Crown, Bronze, Honor, Valor
Walk through solid objects—Cross, Diamond, Silver, Valor
Press **SELECT** while paused to skip stage—Honor, Valor, Bronze, Silver

GHOSTS 'N GOBLINS

Quest 1 Passwords
Level 2—L W K ♥ ♥ ♥ ♥ B L
Level 3—Q 0 M ♥ ♥ ♥ 1 H
Level 4—P 5 5 ♥ 7 ♥ B 4
Level 5—T J R ♥ 7 ♥ 2 h
Level 6—J J T ♥ 7 ♥ 7 L
Final boss—K D C ♥ H ♥ 5 H
Quest 2 Passwords
Level 1—G N ♥ ♥ K 0 0 H
Level 2—G N 1 ♥ 5 0 B J
Level 3—X 4 3 ♥ 5 0 M R
Level 4—L 5 5 H 9 1 1 4
Level 5—D N 7 ♥ 9 3 ♥ 7
Level 6—X N 9 ♥ 9 3 3 3
Final boss—N B C ♥ K 4 0 N

GODZILLA: THE SERIES

Passwords
Level 2—N C F R G J J B B K
Level 3—D M 7 F L 5 B F Q M
Level 4—P K D J M P L N P 5
Level 5—K D Q L H R N D C N
Level 6—D M J M B J R F F R

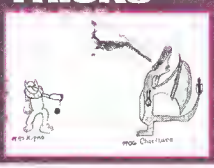
GRAND THEFT AUTO

Unlock Hidden Characters
Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

KLAX (Game Boy Color version)

Passwords
Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11
Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
Yellow alien, yellow alien, blue square, green alien—Wave 10 completed
Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
Green diamond, blue square, green diamond, green alien—Wave 20 completed
Pillar, yellow alien, blue square, pillar—Wave 25 completed
Green alien, red circle, pillar, pillar—Wave 30 completed
Red circle, red circle, yellow alien, yellow alien—Wave 35 completed
Pillar, green diamond, green diamond, red circle—Wave 40 completed
Yellow alien, green diamond, red circle, pillar—Wave 45 completed
Blue square, green diamond, yellow alien, blue square—Wave 50 completed
Pillar, blue square, blue square, yellow alien—Wave 55 completed
Red circle, blue square, red circle, green alien—Wave 60 completed
Red circle, green diamond, green diamond, green alien—Wave 65 completed
Red circle, blue square, blue square, pillar—Wave 70 completed
Green alien, green alien, yellow alien, red circle—Wave 75 completed
Pillar, red circle, red circle, pillar—Wave 80 completed
Blue square, green alien, green diamond, red circle—Wave 85 completed
Yellow alien, green alien, red circle, green diamond—Wave 90 completed
Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

TIPS & TRICKS Reader Art Gallery



by Miguel Ortiz, Barranquitas, Puerto Rico

by Eric Bates, South Hill, VA

by Jonathan Rios, Moreno Valley, CA

by Marc Dayton, Hilo, HI

LUCKY LUKE

Passwords
Stagecoach—Dog, Prospector, Horse, Luke, Horse
Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
Train—Luke, Horse, Horse, Prospector, Luke
Saloon—Horse, Prospector, Horse, Prospector, Dog
The Prairie—Prospector, Luke, Luke, Dog, Horse
Buffalo—Dog, Horse, Luke, Prospector, Prospector
Ranch—Luke, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tornado—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog

MARY-KATE & ASHLEY: GET A CLUE!

Passwords
M H N T G F—The Case of the Missing Mummy
N L B R T C—The Case of the Rock & Roll Mystery
R G T M N L—The Case of the Green Ghost
F B L H C H—The Case of the Summer Camp Caper

MEN IN BLACK: THE SERIES

Access Codes
Manhattan—2 7 1 0
Sewers—1 B 0 7
Aerodrome—0 3 0 9
Rooftops—2 7 0 5
Forest—3 1 0 7
Game ending—1 9 4 3
Zoom Mode
Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.
Stage Skip
Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MORTAL KOMBAT 4

Extra Credits
At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.
Kombat Codes
At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:
1) Highlight the first icon box, press **Up** once.
2) Highlight the second icon box, press **Up** nine times (or Down once).
3) At the third box, press **Up** twice.
4) At the fourth box press **Up** twice.
5) At the fifth box press **Up** three times.
6) At the last box press **Up** four times.
You'll get a message to confirm proper entry of each code:

1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 B 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 B B - 4 2 2—Dark Kombat
9 B 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR. NUTZ

Passwords
Adventure Park—D D M M N N
The Living Room!—N N R R G G
Volcano Underpass—C C L L R 5
Mean Streets—J J M P P R
Ice Stream—5 W W T C H

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords
The Case of Volcano Mystery—C B T H P M
The Case of the Haunted Camp—G M Q T C K
The Case of the Fun House Mystery—L H D D Q J
The Case of the Hotel Who-Done-It—M D G K M Q

NFL BLITZ

Passwords
Play as the Midway Blitzers—0 6 2 6 7 5 4 5
Play as the Emeryville Eclipse—0 0 6 0 6 7 4 4
Secret Codes
Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:
Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, A, Up**

PITFALL: BEYOND THE JUNGLE

Passwords
The Wilderness—5 W N G R B T 5
Underground Caverns—F L T Y W T R 5
The Volcano—G N G D W N
The Prison 1—5 L T H H R N G
The Prison 2—8 N G D H 5 D
The Scourge—5 W P N G B L W

POKÉMON (Red, Blue and Yellow versions)

Celadon "Rocket Game Corner" Tips
• Slot Machines—Watching the reels carefully can increase your odds of getting a match. For example, watch for a particular image or number to scroll by, and hit the **A** button as soon as it appears for each reel. The chances of you lining up another image is fairly high, as long as you don't get dizzy staring at the tiny Game Boy screen. Although it's claimed that the slot machines inside this casino have different odds, watching the reels works on all of them.
• Secret Coins—After speaking to the other people in the casino to get coins, you can discover secret coins lying around the floor of the Game Corner by moving around and pressing **A**.
Evolution Tip
Some Pokémon can only be evolved through the use of elemental Evolution Stones. It is a bad decision to evolve your Pokémon right away, since there may be some attacks it can only learn in its Basic Evolution stage that it would never learn if you evolved it right away.
Hidden Machine Tips
• Hidden Machines, or HMs, are permanent. If you teach them to one of your Pokémon, they will never forget it; therefore, don't teach weak HM skills like "Cut" to a Pokémon you intend to use as part of your main party.
• HM 01 (Hidden Machine 01): Cut—When you use Cut in a grassy area, you will clear away four squares of grass. Using this method is one way to avoid random encounters with wild Pokémon.
Master Ball Tip
The Master Ball is an ultimate Pokéball that can capture any Pokémon instantly. It can only be used once, so don't waste it on a common Pokémon. It should be saved so it can be used to capture Mewtwo or one of the three Legendary Birds.
Fight Mewtwo
In order to fight Mewtwo, you need to gain access to the Unknown Dungeon. You must defeat the Elite Four before the man blocking the entrance will allow you through. Also, you must NOT reset your game after you've beaten it. Wait for the credits to finish, then go back to the Start screen by pressing **A**. Fly to Cerulean city, then use a Pokémon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Cerulean city. Right before you fight Mewtwo, save your game. That way if you lose or if Mewtwo faints, you can quickly reset the game. You should also do this before fighting other "one-time-only" Pokémon like Zapdos, Articuno and Moltres. When you fight Mewtwo, either use the Master Ball immediately or use sleep attacks and a lot of Ultra Balls.
Quick Experience Gain
If you have a group of strong Pokémon with one weak Pokémon, you can level up your weak Pokémon quickly by letting it share experience with a stronger one. Put the weak Pokémon at the top of the list so it always goes out into battle first. Switch it immediately with a strong Pokémon and the two will split the experience points in half. This is an excellent way to level up Pokémon like Magikarp, which are useless before they evolve.
Rare Candy Tip
Gaining levels by using Rare Candy on your Pokémon is not as effective as leveling up your Pokémon normally. Pokémon who legitimately gain experience improve their statistics more dramatically than Pokémon who only used Rare Candy, so it's not a good idea to use a lot of Rare Candy on one Pokémon at once, since it will be weaker than other Pokémon that are the same level.
Increase Stats
Use one of your Pokémon in battle until all of its PP for one move is depleted. Take it to a Poké Center to store it in Bill's PC, then immediately take it out again. Heal your Pokémon at the Poké Center, then check its statistics—you'll find that some of its attributes have slightly increased. This will occur even if you are using a Pokémon that is already at Level 100.

POKÉMON: SPECIAL PIKACHU EDITION (Yellow version)

Level Up Pikachu
When playing *Pokémon Yellow*, your starting Pikachu will obey you no matter what level he is or how many badges your character has earned. Knowing this, one quick way to blaze through the game is to trade your starting Pikachu into another *Pokémon* game that you've already finished and quickly level Pikachu up by having him lead off during battles in the Elite Four tournament. When you trade him back into *Pokémon Yellow*, your character will have no trouble controlling him, even if his levels are maxed out and you haven't earned a single badge. This will only work with your *Pokémon Yellow* starting Pikachu, i.e. the one that follows you everywhere.
Bucket-Head Pikachu
Pikachu trails behind your character during the game, and you can turn around and "speak" to Pikachu to get a graphic representation of what's on his mind. When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu. After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Pikachu and you'll see that he's put your fishing bucket on his head!

PRINCE OF PERSIA

Passwords
Level 2—0 6 7 6 9 0 7 5
Level 3—2 8 6 1 1 0 6 5
Level 4—9 2 1 1 7 0 1 5
Level 5—8 7 0 1 9 1 0 5
Level 6—4 6 3 0 8 1 3 5
Level 7—6 5 9 0 3 1 9 5
Level 8—7 0 9 1 4 1 9 5
Level 9—6 B B 1 3 6 8 5
Level 10—0 1 4 1 4 6 5 4
Level 11—3 2 7 1 0 7 4 4
Level 12—2 6 6 1 4 7 7 4
Battle with Jaffar—9 8 1 1 9 4 6 4
Ending—8 9 0 1 2 4 1 4

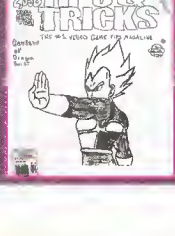
RAMPAGE WORLD TOUR

Two-Player Mode
To unlock a secret two-player link cable option, hold the **SELECT** button at the main menu and press **Up**, **Down**, **Left**, **Right**, **Down**, **Up**. Note that you must have two Game Boys, a link cable and two copies of the *Rampage* cartridge to play in two-player mode.

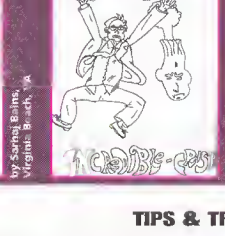
RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password
To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:
1) Enter one of the following as the first character of your password to choose which character you'd like to play as:
B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus
2) Enter one of the following as the second character of your password to choose which area you'd like to start in:
B—U.S.A.
C—Europe
D—Asia
F—Everywhere else
G—Outer Space

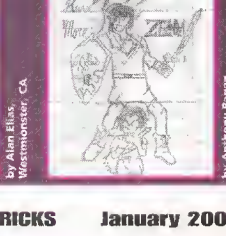
by Corey Grevette, South Hadley, MA



by Sarina Bains, Virginia Beach, VA



by Alan Elias, Westminster, CA


by Anthony Pagan, Cleveland, OH

3) Enter any character except 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.
4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.
9) Now you're at the last character of the password, so all you need to do is try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press the A button, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Unlock Hidden Boxers
Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.
Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.**
Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.**
Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.**

THE RUGRATS MOVIE

Passwords
Train Crash—B V B Y F J N D
Hospital—T Q M M Y _ Q K
Light Woods—R J D B C V R T
Dark Woods—V N G B L J C V
Reptar Ride—B J G S M V S H
Ancient Ruins—L J T B W Q Q D

RUGRATS: TIME TRAVELERS

Passwords
M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S 5—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N 5—Toy Palace South Wing
T Q Y B Q X F 5—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F 5 F N T 5—Ending

SHAMUS

Cheat Passwords
Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:
S G F 3 5 G V 1 V—Level 1: The Laboratory
4 G F 3 5 G V 1 T—Level 2: Shadow Studios
7 G F 3 5 G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 5 G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

THE SMURFS' NIGHTMARE

"Easy" Mode Passwords
Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad
"Hard" Mode Passwords
Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SPACE INVADERS (Game Boy Color version)

Passwords
Classic Mode—C L S S 1 2 8 1 9 9 9 D B M
Venus—W W Y X T C 2 N Q W 7 9 V Y
Mars—7 W Z 4 V C L N 4 W B 1 V 7
Jupiter—R S S N 3 Q J 7 B ? G J M C
Saturn—W S P Z M S 0 8 N 7 H B N F
Uranus—C V 1 7 Q W K G J 3 X B R S
Neptune—H V 2 7 R W 1 G N 3 Y 0 R 7
Pluto—M V 7 H R C L H S 3 Z 5 R 9

SPAWN

"Normal" Passwords
Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart
"Hard" Passwords
Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

SPIDER-MAN (Game Boy Color version)

Passwords
From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password.
Venom defeated—G V C B F
Venom and the Lizard defeated—Q V C L F
Connors Lab—G - F G N

STREET FIGHTER ALPHA

Fight Akuma or M. Bison
To fight Akuma as your first opponent, choose your fighter at the character- select screen. Then, when selecting Manual or Auto, hold **B + A** until the fight begins. To fight M. Bison instead, hold **SELECT + B + A** in the same way.

TARZAN (Disney version)

Passwords
Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:
- Highlight the first character of the password, press Up once
- Highlight the second character, press **Up** twice
- Highlight the third character, press **Up** six times
- Highlight the last character, press **Up** three times

Now you can press **START** to lock in the password.
The Jungle is my Playground—3 1 2 3
I'm No Second Banana—0 0 4 5
Jungle Legend—1 2 6 3
Go Out on a Limb—6 6 2 0
Ship Escape—5 4 3 6

TETRIS DX

Rising Pieces
At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the A button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap B.

TOP GEAR POCKET

Password
Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords
Scene 2—B P P
Scene 3—B J W J
Scene 4—P J B W
Scene 5—W B P P
Scene 6—J P W W
Scene 7—J B P J
Scene 8—W P W P
Scene 9—J J W W
Scene 10—P B W J
Scene 11—B P W W
Ending—W W W W

TUROK 3: SHADOW OF OBLIVION

Secret Passwords
From the main menu, select "Options," then select "Password." Enter any of the passwords below. You'll hear a special sound effect upon entering a correct code.
Infinite Ammo—Z X L C P M Z
Infinite Lives—F J V H D C K
Easy Difficulty Passwords
Mission 2—S D F L M S F
Mission 3—D V L F D Z M
Mission 4—V F D S G P D
Mission 5—C S D J K F D
Normal Difficulty Passwords
Mission 2—V L X C Z V F
Mission 3—D P S D C V X
Mission 4—Z M G F S C M
Mission 5—H W K L F Y S
Hard Difficulty Passwords
Mission 2—C J S D P S F
Mission 3—C M S D K C D
Mission 4—S P F P W L D
Mission 5—T P D F Q G B

TWOUBLE

Passwords
Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99 (GBC: V-RALLY CHAMPIONSHIP EDITION)

Passwords
F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

WACKY RACES

Password
Enter the password "M U T T L E Y" to unlock all of the secret characters and the "Crazy" Cup.

WARIO BLAST

One-Player Game
To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats
Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold A and B, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WORLD HEROES 2 JET

Boss Code
When the Takara logo appears, press **Right, Left, A, B,** and **Up.** Now you can play as the boss.
"Jet" Code
At the title screen, press **Up, Up, SELECT, A, Down, Down, SELECT, B.** Now the gameplay is twice as fast.

WORMS ARMAGEDDON

Passwords
In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm.
Tools—5 2 2 6
Egypt—1 2 4 5
Hell—2 6 4 3
Treehouse—4 1 3 6
Garden—5 4 1 3
Snow—3 2 6 6
Construction Site—2 2 5 5
Pirate—3 6 3 1
Fruit—1 4 5 1
Alien—3 6 4 4
Circuit—4 3 3 3
Medieval—6 3 1 6

WWF WRESTLEMANIA 2000

Championship Passwords
Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.
Last Password for Billy Gunn—P K D Y
Last Password for Steve Austin—C T F V
Last Password for The Rock—F T D B
Last Password for X-Pac—R C D D

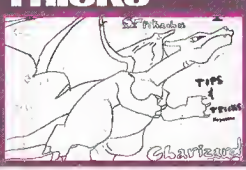
X-MEN MUTANT ACADEMY

Unlock Phoenix
At the title screen, press **Down, Right, Down, Up, Left, Right, B, A.** If you entered the code correctly, you'll see a special message appear.
Unlock Apocalypse
At the title screen, press **Right, Left, Up, Down, Left, Up, B, A.** If you entered the code correctly, you'll see a special message appear.

YARS' REVENGE

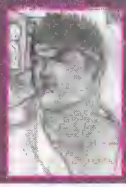
Password
Enter the passcode "O + O" to start at any stage up to and including Level 240.

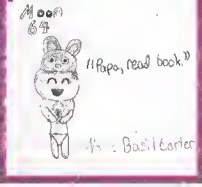
TIPS & TRICKS Reader Art Gallery



by Ana Ramirez, Albuquerque, NM

by Peter Parrish, Santa Ana, CA


by Patrick Tosa, Jemez Pueblo, NM



by Amy Gorman, Alma, IL

AERO WINGS
Unlock Everything
Press L + R at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.
Special Options
Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

AERO WINGS 2: AIRSTRIKE
Unlock Everything!
At the "Game Select" screen, hold L + X and press Y. You'll hear a special sound effect upon entering this correctly; now all of the planes, maps and missions will be unlocked.

CRAZY TAXI
Use the Rickshaw Bike
At the character selection screen, highlight the character you would like to play as, then press **L**, **R**, **L**, **R**, **L** very quickly and press **A**. You'll hear a bicycle ring after pressing **A** if you entered it correctly. Remember, If the code is not entered fast enough it won't work.
Another Day Mode
At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.
No Arrows Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **R** + **START** and press **A**. Don't let go of **R** + **START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.
No Destination Mark Mode
At the "Mode Selection" screen, choose "Arcade" or "Original." At the next screen, move the cursor to the type of game you would like to play, then hold down **L** + **START** and press **A**. Don't let go of **L** + **START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.
Expert Mode
From the "Mode Selection" screen, choose "Arcade" or "Original." At the next screen, move the cursor to the type of game you would like to play, then hold **L** + **R** + **START** and press **A**. Don't let go of **L** + **R** + **START** until the word "EXPERT" appears in the corner of the screen. In this mode, both the destination marker and arrow will never appear.
Alternate Views and Speedometer
At any time in the middle of a game, plug a controller into port C. On this controller, pressing **Y** will switch the view to one of the "replay" type cameras like in the game's intro. Pressing **B** will switch the view to inside the driver's seat, and pressing **A** will return you to the original view. Additionally, if you press **X** five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

DEAD OR ALIVE 2
Secret Demo Scene
First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now, you'll see a new demo scene that will appear amongst the others that play after the title screen appears. It will only appear at a specific point in the demo sequence so you'll have to wait a few minutes through the other demos.

DRACONUS: CULT OF THE WYRM
Cheat Codes
At the title screen, press **X**, **Y**, **Y**, **X**, **X**, **Y**, **Y**. You'll hear a special sound effect after entering it correctly. Then, during gameplay, press **START** to pause and enter any of these codes:
Restore Health—Hold **L** + **R** and press **Left**.
Level Skip—Hold **L** + **R** and press **Down**.
Super Code—Hold **L** + **R** and press **Right**.

EXPENDABLE
Secret Codes
Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game To access the level select, you must return to the main menu after entering the code.
1st Person View—**L**, **Left**, **R**, **Right**, **X**, **X**, **Down**, **Down**, **R**, **L**
Invincibility—**Up**, **Down**, **Left**, **Right**, **X**, **Up**, **Down**, **Left**, **Right**, **Y**
More Grenades—**Down**, **Down**, **Down**, **Down**, **Down**, **Up**, **Up**, **Up**, **Up**, **R**
More Lives—**A**, **B**, **X**, **Y**, **L**, **R**, **Up**, **Down**, **Left**, **Right**
More Credits—**A**, **B**, **Left**, **A**, **B**, **Right**, **B**, **A**, **Down**, **R**
Level Select—**Up**, **Down**, **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Right**, **Y**
Level Skip—**Y**, **Y**, **X**, **X**, **L**, **R**, **Down**, **Down**, **Up**, **Up**
Watch Ending—**L**, **R**, **L**, **R**, **Left**, **Right**, **Left**, **Right**, **Y**, **X**

F355 CHALLENGE: PASSIONE ROSSA
Extra Courses
At the "Options" menu, hold down **X** + **Y**. When you do this, a new menu item, "Password" will appear. While still holding **X** + **Y**, move the cursor to "Password" and press **A**. At the following screen you may enter any of the passwords below Note the upper and lowercase letters in each of the words.
Unlock Fiorano—CinqueValvole
Unlock Nurburgring—LiebeFrauMilch
Unlock Laguna Seca—Stars&Stripes
Unlock Sepang—KualaLumpur
Unlock Atlanta—DaysofThunder

FIGHTING FORCE 2
Stage Select
At the title screen, press **Left**, **Up**, **X**, **Up**, **Right**, **Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG
Rainy Weather
Immediately after selecting a track in arcade mode, hold **L** + **R** + **Down** on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

GIGA WING
Unlock All Gallery Images & Stranger
From the main menu, select "Gallery." Then, press **B**, **X**, **Y**, **B**, **B**, **Y**, **X**, **B**. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2
Cheat Codes
Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.
Start with $500,000—MUCHCASH
Start with $9,999,999—ULTIMATE
Start with all weapons—BIGGUNS
Start with 99 lives—BIGCATS
Unlock all levels—SESAME
Infinite energy—INFINITY
No police—LAWLESS
Start with Infinite Double Damage power-up—DBLWAMMY
Start with Infinite invisibility—SCOOBYDO
Start with Stun Gun & Infinite ammo—BIGFRIES
Start with Flame Thrower & Infinite ammo—TOASTIES
Blood splats—WOUNDED
Max respect for all gangs—ALLFREND
All pedestrians are Elvis—ERRHUH
Retain weapons even if you get arrested or die—LOSTTOYS

THE HOUSE OF THE DEAD 2
Display Score
At the title screen—when the words "Press Start" appear—press **Left**, **Left**, **Right**, **Right**, **Left**, **Right**, **START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER
Four-Second Boost + Super Start
At the beginning of any race, hold **L** before the countdown begins. When you see the number "3" on the screen, release **L** and hold **R**. When "2" appears, release **R** and hold **L**. When "1" appears, release **L** and hold **R** again. You'll get a four-second boost and a fast start when the race begins.

INCOMING
Cheat Menu
At the main menu, press **Up**, **Down**, **Left**, **Right**, **X**, **Up**, **Down**, **Left**, **Right**, **Y**. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER
Secret Codes
At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You may also hold **R** instead of **L** in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game.
Restore Health—Hold **L**, press **Down**, **B**, **Up**, **Left**, **Up**, **Left**
Lose Health—Hold **L**, press **Left**, **B**, **Up**, **Up**, **Down**
Max Health—Hold **L**, press **Right**, **B**, **Down**, **Up**, **Down**, **Up**
Restore Magic—Hold **L**, press **Right**, **Right**, **Left**, **Y**, **Right**, **Down**
Max Magic—Hold **L**, press **Y**, **Right**, **Down**, **Right**, **Up**, **Y**, **Left**
All Abilities—Hold **L**, press **Up**, **Up**, **Down**, **Right**, **Right**, **Left**, **B**, **Right**, **Left**, **Down**
Fire Reaver—Hold **L**, press **Y**, **Right**, **Down**, **B**, **Up**
Aerial Reaver—Hold **L**, press **A**, **Right**, **Up**, **Up**, **Y**, **Left**, **Left**, **Right**, **Up**
Kain Reaver—Hold **L**, press **A**, **B**, **Right**, **Y**, **Left**, **Left**, **Right**, **Up**
Fire Glyph—Hold **L**, press **Up**, **Up**, **Right**, **Up**, **Y**, **X**, **Right**
Force Glyph—Hold **L**, press **Down**, **Left**, **Y**, **Down**, **Up**
Stone Glyph—Hold **L**, press **Down**, **B**, **Up**, **Left**, **Down**, **Right**, **Right**
Sound Glyph—Hold **L**, press **Right**, **Right**, **Down**, **B**, **Up**, **Up**, **Down**
Water Glyph—Hold **L**, press **Down**, **B**, **Up**, **Down**, **Right**
Sunlight Glyph—Hold **L**, press **Left**, **B**, **Left**, **Right**, **Right**, **Up**, **Up**, **Left**

MAG FORCE RACING
All Tracks & Vehicles
At the main menu, hold **X** + **Y** and press **Up**, **Left**, **Down**, **Right**, **Right**, **Up**, **Down**, **Right**. If you entered the code correctly, you'll hear a special sound effect.

MARVEL VS. CAPCOM
Secret Characters
Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts
Evil Morrigan—Move the cursor to Zangief, then press **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Left**, **Down**, **Down**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Down**, **Down**, **Down**, **Down**, **Right**, **Down**, **X**
Roll—Move the cursor to Zangief, then press **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Right**, **Up**, **Up**, **Right**, **Right**, **X**
Shadow Lady—Move the cursor to Morrigan, then press **Up**, **Right**, **Right**, **Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Right**, **Right**, **Up**, **Up**, **Left**, **Left**, **Down**, **Down**, **Down**, **Down**, **X**
Orange Venom—Move the cursor to Chun-Li, then press **Right**, **Down**, **Down**, **Down**, **Down**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Up**, **X**
Orange Hulk—Move the cursor to Chun-Li, then press **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**, **Up**, **Up**, **Up**, **Up**, **Left**, **Up**, **X**
Gold War Machine—Highlighto Zangief, then press **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**, **Down**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Up**, **Up**, **Up**, **X**
Select Your Special Partner
Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.
Anita—START + Light P. + Medium P. + Heavy P.
Arthur—START + Light P. + Medium P.
Colossus—START + Light P. + Medium P. + Medium K.
Cyclops—START + Light P. + Medium P. + Medium K.

by Bryan Wilborn, Glendale, AZ

by Derek Brooks, Jamestown, NY

by Douglas Miller, Saratoga Springs, NY

by Andy Hernandez, North Hollywood, CA

Devilot—START + Medium P. + Heavy P.
Iceman—START + Medium P. + Medium K.
Jubilee—START + Medium P. + Heavy P. + Light K.
Juggernaut—START + Light P. + Medium K.
Lou—START + Medium P.
Magneto—START + Heavy P. + Light K.
Michele Heart—START + Light P. + Light K.
Psylocke—START + Medium K.
Pure & Fur—START + Light K.
Rogue—START + Light P. + Medium P. + Heavy P. + Light K.
Saki—START + Heavy P.
Sentinel—START + Medium P. + Heavy P. + Medium K.
Shadow—START + Light P. + Heavy P. + Medium K.
Storm—START + Light P. + Heavy P. + Light K.
Thor—START + Medium P. + Light K.
Ton Pooh—START + Light P. + Heavy P.
Unknown Soldier—START + Light P.
U.S. Agent—START + Heavy P. + Medium K.

MDK 2

Alternate Costume for Kurt
At the title screen, hold **L + R** and press **X, X, Y, X**. You won't get a confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.
Alternate Camera Setting
During gameplay, press **START** to pause, then hold **L + R** and press **B, A, B, A**. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu
At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block + Run (L + R** in the default control configuration) simultaneously to access the cheat menu.
Secret Characters
With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:
Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X**, or **Y**
Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
View Character Bio Screens
Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button. This code works whether you've unlocked a particular movie sequence or not.
Kombat Kodes
When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.
001—Unlimited Run
323—Kombat Zone: Church
343—Kombat Zone: The Netherealm
353—Kombat Zone: Soul Chamber
363—Kombat Zone: Ladder?
321—Big Head Mode Active
111—Free Weapon
100—Throwing Disabled
444—Armed and Dangerous
666—Silent Kombat
050—Explosive Kombat
222—Random Weapons
123—No Power
555—Many Weapons
002—Weapon Kombat
012—Noob Saibot Mode
020—Red Rain
010—Maximum Damage Disabled
110—Throwing and Max. Damage Disabled
011—Kombat Zone: Goro's Lair
022—Kombat Zone: The Well
033—Kombat Zone: Elder Gods
044—Kombat Zone: The Tomb
055—Kombat Zone: Wind World
066—Kombat Zone: Reptile's Lair
101—Kombat Zone: Shaolin Temple
202—Kombat Zone: Living Forest
303—Kombat Zone: The Prison
313—Kombat Zone: Ice Pit

NBA 2K

Codes
Enter any of the following codes at the "Codes" screen from the "Options" menu.
Unlock Insomniacs Teams—D E V D U D E S
Enable Huge Players—M O N S T E R
Enable Micro Players—L I T T L E G U Y
Enable Doughboy Players—D O U G H B O Y
Enable Squished Players—S Q U I S H Y
Enable Giant Heads—F A T H E A D
Enable Big Feet—B I G F O O T
Enable Huge Basketball—B E A C H B O Y S
Enable Ouchy Coaches—C O A C H O U C H
Secret Message—H I M O M

NBA 2K1

Unlock Superstars Feature
From the main menu, select "Options," then select "Codes." Next, enter "vc" (without quotation marks) as a cheat code. If you entered it correctly, a message will appear telling you that the Superstars feature was unlocked. You'll now be able to select from three new secret teams.

NBA SHOWTIME: NBA ON NBC

Choose Your Court
After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.
Left Team's Court—**Up** + Turbo
Right Team's Court—**Down** + Turbo
Street Court—**Left** + Turbo
Island Court—**Right** + Turbo
Midway Court—**Up** + Shoot + Pass
NBC Court—**Down** + Shoot + Pass
Secret Codes
At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.
No Hotspots—2-0-1-Up
Tournament Mode—1-1-1-Down
Show Shot %—0-0-1-Down
Show Hotspot—1-0-0-Down
Big Heads—2-0-0-Right
ABA Ball—2-3-2-Right
Team Uniform—4-0-0-Right
Home Uniform—4-1-0-Right
Away Uniform—4-2-0-Right
Alternate Uniform—4-3-0-Right
Midway Uniform—4-0-1-Right
Snow—1-2-1-Left
Blizzard—1-3-1-Left
Rain—1-4-1-Left
Fog—1-2-3-Up
Night Fog—1-2-3-Left
Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

NFL 2K

Secret Codes
Enter any of the following codes at the "Codes" screen from the "Options" menu:
L A R D—Fat players
S Q U E E K Y—Announcer's voice is higher pitched and faster
T U R B O—"Turbo" game speed in the Game Options screen becomes selectable
D E D M A N—"SloMo" game speed in the Game Options screen becomes selectable
S U P E R S T A R S—"Super Stars" team becomes selectable

NFL BLITZ 2001

Secret Cheats
At the match-up screen just before the game starts—while the announcer is saying "Today's contest," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "No Punting" code (1-5-1-Up), press Turbo once, Jump five times and Pass one time, then press **Up** on the D-pad. A message will appear to confirm each code.
Show field goal %—0-0-1-Down
No CPU assistance—0-1-2-Down
Show more field—0-2-1-Right
Fast turbo running—0-3-2-Left
Super blitzing—0-4-5-Up
Big football—0-5-0-Right
Hide receiver name—1-0-2-Right
Tournament mode—1-1-1-Down
No play selection—1-1-5-Left
Super field goals—1-2-3-Left
No punting—1-5-1-Up
No first downs—2-1-0-Up
Allow out-of-bounds—2-1-1-Left
Deranged blitz—2-1-2-Down
Always QB—2-2-2-Left
Always receiver—2-2-2-Right
Unlimited throws—2-2-3-Right
Power-up teammates—2-3-3-Up
Fast passes—2-5-0-Left
Power-up offense—3-1-2-Up
Power-up blockers—3-1-2-Left
Smart CPU—3-1-4-Down
No highlighting of receivers—3-2-1-Down
Ultra hard Blitz—3-2-3-Up
Mystery Bowl—3-2-3-Left
No interceptions—3-4-4-Up
Power-up speed—4-0-4-Left
Power-up defense—4-2-1-Up
No random fumbles—4-2-3-Down
Super passing—4-2-3-Right
Invisible player—4-3-3-Up
Snowy weather—5-2-5-Down
Rainy weather—5-5-5-Right
Hyper blitzing—5-5-5-Up
49ers playbook—1-5-1-Left
Bears playbook—1-1-0-Left
Bengals playbook—1-1-2-Left
Bills playbook—1-0-4-Left
Broncos playbook—1-1-5-Right
Browns playbook—1-1-3-Left
Buccaneers playbook—1-5-4-Left
Cardinals playbook—1-0-1-Left
Chargers playbook—1-4-5-Left
Chiefs playbook—1-2-5-Left
Colts playbook—1-2-3-Up
Cowboys playbook—1-1-4-Left
Dolphins playbook—1-3-1-Left
Eagles playbook—1-4-3-Left
Falcons playbook—1-0-2-Left
Giants playbook—1-3-5-Left
Jaguars playbook—1-2-4-Left
Jets playbook—1-4-1-Left
Lions playbook—1-2-1-Left
Packers playbook—1-2-2-Left
Panthers playbook—1-0-5-Left
Patriots playbook—1-3-3-Left
Rams playbook—1-5-3-Left
Raiders playbook—1-4-2-Left
Ravens playbook—1-0-3-Left
Redskins playbook—2-0-1-Left
Saints playbook—1-3-4-Left
Seahawks playbook—1-5-2-Left
Steelers playbook—1-4-4-Left
Titans playbook—1-5-5-Left
Vikings playbook—1-3-2-Left

NFL QUARTERBACK CLUB 2000

Cheat Passcodes
Enter any of the following cheats at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly.
Rugby mode—r g b y
Slow motion mode—f r r s t g m p
More fumbles—b t t r f n g r s
More injuries—h s p t l
Big football—b c h b l l
Jelly football—f l b b r
Smoking players—h s n f r
Thin players—t t h p c k
Fat players—m r s h m l l w

NHL 2K

Big Head Mode + Unlock Black Box Team
Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold **L + R** and quickly press **B, B, X**. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

NIGHTMARE CREATURES 2

Cheat Menu
At any time during gameplay, press **START** to pause, then hold **L + R** and press **Left, B, X, Left, B, X, Left, B, X, A, X**. If you enter the code correctly the "Cheats" menu will immediately appear.
Full Health
At any time during gameplay, hold **X + Y** and press **B** to restore all your health.

PLASMA SWORD

Secret Characters
At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.
Kaede—Move the cursor to Rain, then press **Down, Down, Down, Left, Left, Up**. Kaede will appear in the upper left corner.
Rai-On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up**. Rai-On will appear in the upper right corner.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.
RUMBLE POWER—Bronze Class. In Arcade Mode, Kermo Claw is also unlocked.
RUMBLE BUMBLE—Silver Class. In Arcade mode, Kermo Claw and Bruce Blade are also unlocked.
MOSMAI—Gold Class. In Arcade mode, Kermo Claw, Bruce Blade and Nat Daddy are also unlocked.
POD SI—Champ Class. In Arcade mode, all boxers are also unlocked.
Two-Player Ring Codes
In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer:
R—Championship arena
L—Two tier arena
R + L—Gym
Change Costume Colors
At the boxer selection screen, press **X + Y** to change the currently selected boxer's colors.
Change Cornerman's Voice
The cornerman's voice is usually randomly selected, but you can choose it at the boxer selection screen by holding the **X** button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.
X + Up—Irish accent
X + Left—New York accent
X + Right—African-American accent
X + Down—Hispanic accent
Also, to change the voice to a high-pitched version of the Irish accent, hold **L + R + X** until you hear a special sound effect.

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes
Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first battle that takes place after the code is entered.
Unlock all fighters and special outfits (press the **X** button to cycle through each fighter's different outfits)—Press **Left, Left, Right, L, Left, Right, Right, R, R, L**.
Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R** four times, then **L**.
Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R** 19 times, then **L**.
Christmas boxing ring—Press **Right, Up, Down, Down, Down**, then **R** eight times, then **L**.
Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down**, then **R** seven times, then **L**.
Halloween boxing ring—Press **Right, Up, Down, Down, Down**, then **R** six times, then **L**.
Independence Day boxing ring—Press **Right, Up, Down, Down, Down**, then **R** five times, then **L**.
Easter boxing ring—Press **Right, Up, Down, Down, Down**, then **R** four times, then **L**.
St. Patricks Day boxing ring—Press **Right, Up, Down, Down, Down, R, R, R, L**.
Valentine's Day boxing ring—Press **Right, Up,**

Down, Down, Down, R, R, L.
New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R, L.**
See the Ending—Press **Right, Right, Right, Down, R, L,** then exit to the main menu if you're not already there.
Championship fight vs. Rumbleman—Press **L, Down, Right, Up, Left,** then **R** six times, then **L,** then **R, R, L.**
Zombie boxer—Press **Left, Up, Right, Down, R, R, L**
Big gloves—Press **Left, Right, Up, Down, R, L.**
Extra fat boxer—Press **Right, Right, Up, Down, Right, R, R, L.**
Extra thin boxer—Press **Right, Right, Up, Down, Right, R, L.**

SEGA RALLY 2

30 FPS Mode
At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Up.** You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)
Remove Effects and Backgrounds
At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Down.** You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility
In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.
Extra Items
At any time during a game, hold L + R and press the X button on the controller plugged into port B. Five items will materialize in front of you. You may repeat this code as many times as you like.
Reduce Enemy Attacks
At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SONIC ADVENTURE

Hidden Chao Puzzle VMU Game
Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure installed. You'll be able to play a hidden VMU game called *Chao Puzzle* on that controller when you start a game.

SOUL FIGHTER

Secret Codes
At the title screen, hold **Left + Y.** Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below: After entering a correct code you'll hear a special sound effect.
Extra energy—A B X X Y A
Max. weapons—X A A Y B B
Level 2—A A B X Y A
Level 3—X A Y A A B
Level 4—Y Y B A X A
Level 5—B A B X X Y
Level 6—B A X B Y Y
Level 7—A B X B Y B
Level 8—Y B B A X Y
Level 9—B Y A A X B
Level 10—X A B B A X
Level 11—Y B Y X A B
Level 12—X B A X B Y

SPEED DEVILS

Cheat Codes
Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear on the screen after entering a correct code.
Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**
Infinite nitro—**Down, Up, Down, Up, A, X, A**
Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**
Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

STREET FIGHTER ALPHA 3

Play as Shin Akuma
At the character selection screen, move the cursor to Akuma, then hold **START** and press **A.**

STREET FIGHTER III DOUBLE IMPACT

Extra Options
From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact,* hold **L + R,** move the cursor to "Option," then press **START.** Next, without letting go of **L + R,** press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right.** If you input the code correctly, a new item called "Extra Option" will appear.

STRIKER PRO 2000

Unlock All Teams
At the main menu, press **Up, Up, Right, Right, Y, Y, Y.** If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.
Manual Ball Control
At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L.** If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes
From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.
Unlock all tracks—E R E R T H
Unlock all cars—D F G Y
Unlock all Challenges—P O I O P
Unlock "Stop The Bomber"—R F G T R
Freeze time limit—F F O E M I T
6,000,000 credits—A K J G Q

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes
Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.
Unlock LE 2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 Jet aircraft—**Left, Right, Down, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y**
Random weather in Time Attack—**R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y**

TOKYO EXTREME RACER

Max Speed Display
In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.
Other Car Mark
In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "D" above all non-rival cars you'll encounter.

TOM CLANCY'S RAINBOW SIX

Secret Codes
At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and see a message in the lower left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.
Clodhopper Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **B.**
Rude Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **B.**
Turn Victory Conditions Off—Hold the analog joystick **Up** + the D-pad **Down** and press **B.**
Team God Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **A.**
Avatar God Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **A.**
Heavy Breathing Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **A.**
Mega Head Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **X.**
Big Head Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **X.**
Stumpy Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **Y.**
Side Scroller Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **Y.**
Turn Brains Off—Hold the analog joystick **Up** + the D-pad **Down** and press **Y.**
Polska Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **B.**

TONY HAWK'S PRO SKATER

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.
Unlock levels, boards, videos & Officer Dick—**Hold L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—Hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**
Infinite Special—Hold **L** and press **A, Y, B, Down, Up, Right**
Big head mode—Hold **L** and press **X, B, Up, Left, Left**
Slow motion—Hold **L** and press **X, Left, Up, X, Left**
Unlock "Skip to Restart" in pause menu—Hold **L** and press **X, B, A, Up, Down**
Unlock Private Carrera
First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y.** Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TOY COMMANDER

Secret Codes
While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.
Max. Fuel—Hold **L,** press **B, Y, A, X, B, X**
Repair Toy—Hold **L,** press **A, X, B, Y, A, Y**
Power-Up Machine Gun—Hold **L,** press **B, A, Y, X, A, B**
Power-Up Special Weapon—Hold **L,** press **X, A, Y, B, A, X**
99 Special Weapons—Hold **L,** press **A, B, X, Y, B, A**
Unlock All Missions—Hold **L,** press **A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes
Enter the following codes at the "Cheats" screen under the "Options" menu:
T E A R O U N D—Always win
I W I S H—Infinite time
T R A V O L T A—Power-up moves (all special moves unlocked)
C I T Y B E A C O N S—Win everything (all races unlocked)
I N F L A T E D E G O—Big heads

ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points
From the main menu, select "Career," then select "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercase and lowercase characters in both words. When you do this, your new fighter will have 999 Skill Points.

VIGILANTE 8: 2ND OFFENSE

Secret Codes
Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next, press **L + R** at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.
Unlock all characters—LLA_KCOLNU
Maximum stats—LLA_DORTOH
Invincibility—ELBICNJVNI
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
Hover higher—HI_CEILING
Unlock original VB levels—OLD_LEVELS
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character
At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START.** Then move the cursor to Lau and press **START.** Next, move the cursor to Pai, hold **START** and press **X.**
Play as the Alphabet Character
At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START.** Then move the cursor to Lion and press **START.** Next, move the cursor to Pai and press **START.** Select any character to play as and he/she will appear as the alphabet character.
Play as Dural
At the character select screen, press **Down, Up, Right, Left, START;** Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams
Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START.** Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.
Team F.C Sega—France, Chile, South Africa, England, Germany, Argentina.
Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy.
Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A.**

WACKY RACES

Cheat Codes
At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.
All Challenges & Tracks—W A C K Y G I V E A W A Y
All Cars—W A C K Y S P O I L E R S
All Abilities—B A R G A I N B A S E M E N T
Super Difficult Mode—C R A C K E D N A I L S

WILD METAL

Cheat Codes
Enter these codes anytime during gameplay using the D-pad (not the analog joystick):
Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
Enemies don't attack—**B, Down, A, Down, X, Y**

ZOMBIE REVENGE

Fighting Mode Stage Select
At the Fighting Mode screen, hold **START** and press **A.** A stage select screen will appear before the character selection screen.
Alternate Costume
At the character select screen, hold **START** and press **B.** You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.

Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Animorphs: Shattered Reality

801EE8F4-0005—Infinite health
801EE8FCC-0063—Infinite lives
801DD48C-0063—Infinite coins
801DD488-00A5—Stop timer
801DD088-003C—Infinite turbo
801E8FD0-0008—Unlock all levels

Danger Girl

80061840-2400—Infinite health
800EF518-03E7—Infinite pistol ammo
800EF51A-03E7—Infinite pistol clips
800EF578-03E7—Infinite AK47 ammo
800EF57A-03E7—Infinite AK47 clips
800EF5D8-03E7—Infinite submachinegun ammo
800EF5D8-03E7—Infinite submachinegun clips

Dave Mirra Freestyle BMX

80086016-0C03—Unlock all hidden characters
E0088FA9-000E + 30088FA9-00A0—Extra time in proquest
30086018-003F + 3008611C-000F + 30086844-000F—All movies unlocked
80086010-00FF—All cheats unlocked
50000601-0000 + 30086109-0003 + 50000601-0000 + 30086204-0003 + 50000601-0000 + 30086311-0003 + 50000601-0000 + 30086415-0003 + 50000601-0000 + 30086519-0003 + 50000601-0000 + 30086661D-0003 + 50000601-0000 + 30086721-0003 + 50000601-0000 + 30086825-0003 + 50000601-0000 + 30086929-0003 + 50000601-0000 + 30086A2D-0003 + 50000601-0000 + 30086831-0003 + 50000601-0000 + 30086C35-0003—Have all Gold medals

Destruction Derby Raw

C00344BC-007C— Enable code (MUST BE ON!)
800AA722-0000 + 800E0154-0000 + 800E0156-0000 + 800E0158-0000—Infinite car damage
80066AFC-FFFF—Infinite cash for cars
80066C48-0001 + 80066E1C-0002 + 80066C6C-0003 + 80066C90-0004 + 80066C84-0005 + 80066DF8-0006 + 80066CFC-0007 + 80066CD8-0008 + 80066D20-0004 + 80066D44-0048 + 80066D68-0009 + 80066DBC-0000 + 80066DB-0004C + 80066DD4-0045 + 80066E40-0008 + 80066E64-000F + 80066E88-0011 + 80066EAC-000E + 80066ED0-0043 + 80066EF4-0041 + 80066F18-0040 + 80066F3C-004F + 80066F60-0051 + 80066F84-004E + 80066FA8-0044 + 80066FCC-0047 + 80066FF0-000D + 80067014-000A + 80067038-0010 + 80067054-0049 + 80067080-0046 + 800670A4-0042 + 800670C8-0048 + 800670EC-004A + 80067110-0050 + 80067134-004D—All cars unlocked

Dino Crisis 2

800AEACE-FFFF—Unlock characters extra mode
800AECA8-0101 + 800AECAE-0101—Unlock extra Dino Mode
800AE370-0063—99-hit combo
800AEE10-E0FF—Max. score

Duke Nukem: Land of the Babes

800EA040-0001—Have flame thrower

ESPN MLS Game Night

30070E84-0000—Away team scores 0
E0070E84-0000 + 30070E84-000A—Away team starts with 10 points
E0070E840-000 + 30070E840-014—Away team starts with 20 points
30070E85-0000—Home team scores 0
E0070E85-0000 + 30070E85-000A—Home team starts with 10 points
E0070E85-0000 + 30070E85-0014—Home team starts with 20 points

Ms. Pac-Man Maze Madness

80109510-0001—Have cherry
80109512-0001—Have stawberry
80109514-0001—Have peach
80109516-0001—Have pretzel
80109518-0001—Have apple
801095TA-0001—Have pear
801095TC-0001—Have banana
801095TE-0001—Have gold key
80109520-0001—Have red key
80109522-0001—Have blue key
80109524-0001—Have green key
80109526-0001—Have purple key
50000C02-0000 + 80109510-0001—All fruit and keys
D01F81CA-0001 + 801F81CA-03E7—Plenty of Pac-Dots
801096TA-0001—Skate Mode
D00F5800-0002 + 800F5800-0063—Infinite lives (Classic mode)

MTV Sports: Skateboarding

D00ACE42-FFEF + 800A0830-0000—Press Up to ride on air
D00ACE42-7FEF + 800A05A2-004F + D00ACE42-7FEF + 800A0830-0001—Press Up + □ for big air
D00A058E-0000 + 800A058E-0FFF + 80099C38-0064 + 80099C5C-0064 + 80099C80-0064 + 80099CA4-0064 + 80099CC8-0064—Easy win/super score, Ls Mode
800A0544-003E—1 Piece unlocks board (Hunt)
D00A02C8-0001 + 800A02C8-000A—Easy win MTV Hunt

NASCAR 2001

D001C774-0001 + 8001C774-0032 + D001A640-0001 + 8001A640-0032 + D00209DC-0001 + 800209DC-0032—Quick win
D001C7740-001 + 8001C774-0002 + D001A640-0001 + 8001A640-0002 + D00209DC-0001 + 800209DC-0002—Start on lap 2

Parasite Eve 2

D0071518-0080 + 80073BA2-03E7 + D0071518-0080 + 80073BA6-03E7 + D0071518-0080 + 80073BAC-0000 + D0071518-0080 + 80073BA0-03E7 + D0071518-0080 + 80073BA4-03E7 + D0071518-0080 + 80072830-0064—Press □ for HP, MP & "fine" condition
D0071518-0008 + 30072809-00FF + D0071518-0002 + 30072808-00FF + D0071518-0088 + 30072809-00FF + D0071518-0082 + 30072808-00FF—Press R1 + R2 for infinite ammo
D31153F8-0001 + 801153F8-7FFF + 801153FC-0001 + 801153FC-7FFF—Max. exp. & BP after battle

Polaris Snocross

C0038A74-0001—Enable code (must be on)
800A85E4-0000—Infinite time
80061958-0FFF—Max. tournament points
800619D8-0004—All classes unlocked
800619E4-03FF—All tracks unlocked
800619E0-01FF—All sleds unlocked
50000801-0000 + 30061BA4-0063 + 30061B83-0063 + 30061B84-0063 + 30061B8B-0063 + 30061B8E-0063 + 30061BC2-0063 + 30061BC8-0063 + 30061BCC-0063 + 30061BCD-0063 + 30061BCE-0063—Infinite wrenches

Resident Evil Survivor

800A8584-00CB—Status always "fine"
D008608C-0001 + 8008608C-0004—Infinite continues
E00A88C0-0002 + A88C0003-2300 + E0084C38-0000 + 30084C38-0013 + 800AFA00-0021 + 800AFA06-0100 + 800AFA08-0022 + 800AFA0E-0200 + 800AFA10-0024 + 800AFA16-0300 + 800AFA18-0025 + 800AFA1E-0400 + 800AFA20-0027 + 800AFA26-0500—All key items & weapons Part 1-4
800AFA28-0029 + 800AFA2E-0600 + 800AFA30-0026 + 800AFA38-002C + 800AFA3E-0800 + 800AFA4-0002E + 800AFA46-0900 + 800AFA48-002D + 800AFA4E-0A00 + 800AFA50-002B + 800AFA56-0800 + 800AFA58-0030 + 800AFA5E-0C00 + 800AFA60-002F + 800AFA66-0D00—All key items & weapons Part 2-4
800AFA68-0037 + 800AFA6E-0E00 + 800AFA70-0034 + 800AFA78-0036 + 800AFA7E-1000 + 800AFA80-0035 + 800AFA86-3F00 + 800AFA88-0020 + 800AFA90-0023 + 800AF810-0008 + 800AF812-0001 + 800AF814-000F + 800AF816-FFFE + 800AF818-0001 + 800AF81A-0011—All key items & weapons Part 3-4
800AF820-0002 + 800AF822-0011 + 800AF828-0003 + 800AF82A-0011 + 800AF830-0004 + 800AF832-0005 + 800AF838-0005 + 800AF83A-0006 + 800AF840-0006 + 800AF842-0006 + 800AF848-0007 + 800AF84A-0001—All key items & weapons Part 4-4

Sno-Cross Championship Racing

801F8770-00FF—255 championship race points
801F8774-E0FF + 801F8776-05F5—Infinite cash
E012DCFA-0000 + 3012DCFA-0002—Start on final lap
E012DCFA-0002 + 3012DCF8-0000—Always finish 1st
801F81FC-0007—Unlock all tracks, all sleds and hill climb events
800C5AA0-270F—Max. trick cash

The Little Mermaid II

800E7D88-0064—Infinite health/air
800E9116-0005—Have all pearls
800E90FE-0032—Have all 50 coins

Tigger's Honey Hunt

D0082D2E-FEFF + 800C7098-03E7—Press L2 for max. honey pots
800C7092-0000—Stop timer
800C7094-0003—Infinite lives

Tony Hawk's Pro Skater 2

30088E65-0005 + 30088E65-0005 + 30088F65-0005 + 30088GR5-0005—Infinite creation points
50000802-0000 + 8008A798-FFFF—All complete, Tony Hawk
50000802-0000 + 8008A87C-FFFF—All complete, Bob Burnquist
50000802-0000 + 8008A960-FFFF—All complete, Steve Caballero
50000802-0000 + 8008AA44-FFFF—All complete, Kareem Campbell
50000802-0000 + 8008A828-FFFF—All complete, Rune Glifberg
50000802-0000 + 8008AC0C-FFFF—All complete, Eric Koston
50000802-0000 + 8008ACF0-FFFF—All complete, Bucky Lasek
50000802-0000 + 8008ADD4-FFFF—All complete, Rodney Mullen
50000802-0000 + 8008AE88-FFFF—All complete, Chad Muska
50000802-0000 + 8008AF9C-FFFF—All complete, Andrew Reynolds
50000802-0000 + 80088080-FFFF—All complete, Geoff Rowley
50000802-0000 + 80088164-FFFF—All complete, Elissa Steamer
50000802-0000 + 80088248-FFFF—All complete, Jamie Thomas
50000802-0000 + 8008832C-FFFF—All complete, Created skater 1
50000802-0000 + 80088410-FFFF—All complete, Created skater 2
50000802-0000 + 80088AF4-FFFF—All complete, Created skater 3
50000802-0000 + 80088B D8-FFFF—All complete, Created skater 4
80088D4A-0001—Full Special Meter
80088D30-0001—McSqeeb cheat
80088D34-0001—Spider-Man cheat
80088D3B-0001—Officer Dick cheat
80088D3C-0001—Skip to Restart cheat
80088D40-0001—Kid Mode cheat
80088D44-0001—Perfect Balance cheat
80088D48-0001—Always Special cheat
80088D4C-0001—Stud cheat
80088D50-0001—Weight cheat
80088D54-0001—Wire Frame cheat
80088D58-0001—Slo-Nic cheat
80088D5C-0001—Big Head cheat
80088D60-0001—Sim Mode cheat
80088D64-0001—Smooth cheat
80088D68-0001—Moon Physics cheat
80088D6C-0001—Disco Mode cheat
80088D70-0001—Level Flip cheat
8008A790-49F0 + 8008A792-0002 + 8008A794-49F0 + 8008A796-0002—Max. cash, Tony Hawk
8008A874-49F0 + 8008A876-0002 + 8008A878-49F0 + 8008A87A-0002—Max. cash, Bob Burnquist
8008A958-49F0 + 8008A95A-0002 + 8008A95C-49F0 + 8008A95E-0002—Max. cash, Steve Caballero
8008AA3C-49F0 + 8008AA3E-0002 + 8008AA40-49F0 + 8008AA42-0002—Max. cash, Kareem Campbell
8008A820-49F0 + 8008A822-0002 + 8008A824-49F0 + 8008A826-0002—Max. cash, Rune Glifberg
8008AC04-49F0 + 8008AC06-0002 + 8008AC08-49F0 + 8008AC0A-0002—Max. cash, Eric Koston
8008ACE8-49F0 + 8008ACEA-0002 + 8008ACEC-49F0 + 8008ACEE-0002—Max. cash, Bucky Lasek
8008ADCC-49F0 + 8008ADCE-0002 + 8008ADD0-49F0 + 8008ADD2-0002—Max. cash, Rodney Mullen
8008AE80-49F0 + 8008AE82-0002 + 8008AE84-49F0 + 8008AE86-0002—Max. cash, Chad Muska

8008AF94-49F0 + 8008AF96-0002 + 8008AF98-49F0 + 8008AF9A-0002—Max. cash, Andrew Reynolds
80088078-49F0 + 8008807A-0002 + 8008807C-49F0 + 8008807E-0002—Max. cash, Geoff Rowley
80088815C-49F0 + 8008815E-0002 + 80088160-49F0 + 80088162-0002—Max. cash, Elissa Steamer
80088240-49F0 + 80088242-0002 + 80088244-49F0 + 80088246-0002—Max. cash, Jamie Thomas
80088324-49F0 + 80088326-0002 + 80088328-49F0 + 8008832A-0002—Max. cash, Created skater 1
80088408-49F0 + 8008840A-0002 + 8008840C-49F0 + 8008840E-0002—Max. cash, Created skater 2
80088AEC-49F0 + 80088AEE-0002 + 80088AF0-49F0 + 80088AF2-0002—Max. cash, Created skater 3
80088D0D-49F0 + 80088D0D2-0002 + 80088D04-49F0 + 80088D6-0002—Max. cash, Created skater 4
50000302-0000 + 800C2266-03E8 + 50000502-0000 + 800C2360-03E8—Always 1st/Gold Medal in Comp
8008A79C-8400 + 8008A7A2-8400 + 8008A7A6-8400—Have Tony Hawk movie
8008A880-8400 + 8008A886-8400 + 8008A88A-8400—Have Bob Burnquist movie
8008A964-8400 + 8008A96A8400 + 8008A96E-8400—Have Steve Caballero movie
8008AA48-8400 + 8008AA4E-8400 + 8008AA52-8400—Have Kareem Campbell movie
8008A82C-8400 + 8008A832-8400 + 8008A836-8400—Have Rune Glifberg movie
8008AC10-8400 + 8008AC16-8400 + 8008AC1A-8400—Have Eric Koston movie
8008ACF4-8400 + 8008ACFA-8400 + 8008ACFE-8400—Have Bucky Lasek movie
8008ADD8-8400 + 8008ADDE-8400 + 8008ADE2-8400—Have Rodney Mullen movie
8008AE8C-8400 + 8008AEC-8400 + 8008AEC-68400—Have Chad Muska movie
8008AFA0-8400 + 8008AFA6-8400 + 8008AFAA-8400—Have Andrew Reynolds movie
80088084-8400 + 8008808A-8400 + 80088008E-8400—Have Geoff Rowley movie
80088168-8400 + 8008816E-8400 + 80088172-8400—Have Elissa Steamer movie
8008824C-8400 + 80088252-8400 + 80088256-8400—Have Jamie Thomas movie
80088330-8400 + 80088336-8400 + 8008833A-8400—Have Custom movie

Tyco R/C Racing

800DE67C-03FF—Infinite energy
30D5AE6-0000 + 800D5AE6-0000—Always place first
D00D5AEC-0000 + 800D5AEC-0002—Start on third lap
800E566E-0101 + 800E566A-0101 + 800E5668-0101—Unlock all cars
800E567C-0012—Unlock all modes

World Destruction League: Thunder Tanks

D00F8C62-FEFF + 800DF654-0110—Press **L2** to refill health
D00F8C62-F8FF + 800D6C22-0001—Press **L1** for rapid fire

Nintendo 64

Army Men: Sarge's Heroes 2

8135C518-0600—Infinite health
8135C518-0600—Infinite armor
8115D06E-0001 + 8116368E-0001—All weapons & ammo

Turok 3: Shadow of Oblivion

813334FC-0063—Infinite Life Force
8133395A-0100—Have PSG
81333944-0100—Have Blade
81333958-0100—Have Cerebral Bore
81333928-0064—Infinite Arrows
81333932-0064—Infinite Shotgun ammo
81333930-0064—Infinite Firestorm Cannon ammo
81333950-0100—Have Shotgun
8133394A-0100—Have Pistol
8133392A-0064—Infinite Grenade Gun ammo
8133392E-0064—Infinite Pistol ammo
81333FFA-6400—Infinite health
811659C6-FFFF + 811659C4-FFFF—Have all secrets
81333954-0100—Have Grenade Launcher

Game Boy

Alice in Wonderland

0109-4FC1—Stop timer (hide and seek)
0164-71C1—Max. stars
0101-88C0—Always small Alice!
0105-8AC0—Infinite health
0101-89C0—Have key

Armada F/X Racers

0109-3ADD—Infinite lives
01FF-39DD—Infinite HP
01FF-07DD—Infinite pow
0109-52C4—Infinite credits

Austin Powers: Oh Behave!

0199-40DE + 0199-41DE + 0199-42DE + 0199-43DE—Max. score (platform)
0109-44DE—Infinite lives (platform)
0199-10D8 + 0199-11D8 + 0199-12D8—Max. score (maze)
0107-58DA—Infinite lives (maze)

Austin Powers: Welcome to My Underground Lair!

0107-56DA—Infinite lives (maze)
0199-0ED8 + 0199-0FD8 + 0199-10D8—Max. score (maze)
0128-40D4 + 0128-55D4—Infinite evil (kin)
0109-C0D5—Infinite lives (kin)
0199-8AD5 + 0199-88D5 + 0199-8CD5—Max. score (kin)

Buffy the Vampire Slayer

0100-C8C2 + 010-0DFC7—1-hit enemy kills!
013F-CAC2 + 013F-4DC7—Infinite stamina (Buffy)
017F-48C7—Infinite life meter

Frogger 2

9109-DFC2—Infinite lives
9100-84C2—Have all gems collected
9199-E3C2 + 9199-E4C2 + 9199-E5C2—Max. score

The Little Mermaid II: Pinball Frenzy

0109-A1D0—Infinite balls
0109-45D6 + 0109-46D6 + 0109-47D6 + 0109-48D6 + 0109-49D6 + 0109-4AD6 + 0109-48D6—Max score
9108-88CD—Infinite lives

Dreamcast

Ecco the Dolphin

5DD78FF7FFFF-FFFF + 803385A00000-000F—Enable all levels

Elemental Gimmick Gear

18AC16CE0000-0019—Infinite health
D6688380000-0190 + 18AC16CE0000-0190—Infinite EP
AE4351CE0000-FFFF—Infinite gabaro (cash)
FED1D6D90000-0006—Level 3 access
2E98231A0000-0006—Level 3 skill
FEE9D6D90000-0006—Max. attack
2EA3231A0000-0006—Max. defense

F355 Challenge

583778FA0000-111E—Infinite time
1C241A0E0000-0000—Place 1st (arcade)
89E6378A0000-0001—Enable Fiorano
1F8418960000-0001—Enable Nurburgring
5FC77A500000-0001—Enable Laguna-Seca
A9035C960000-0001—Enable Sepang
D7288ED80000-0001—Enable Atlanta

Marvel vs. Capcom

AAE344350000-0090—Infinite health, Player 1
AAE344350000-0001—Low health, Player 1
AAE344350000-0000—No health, Player 1
AAE04435C070-5033 + AAE344350000-0048—50% health, Player 1
487A0A6B0000-0090—Infinite health, Player 1 partner
487A0A6B0000-0001—Low health, Player 1 partner
487A0A6B0000-0000—No health, Player 1 partner
4B790A6BC070-5033 + 487A0A6B0000-0048—50% health, Player 1 partner
98881F540000-0090—Infinite health, Player 2
98881F540000-0001—Low health, Player 2
98881F540000-0000—No health, Player 2
98881F54C070-5033 + 98881F540000-0048—50% health, Player 2
382131E60000-0090—Infinite health, Player 2 partner
382131E60000-0001—Low health, Player 2 partner
382131E60000-0000—No health, Player 2 partner
382231E6C070-5033 + 382131E6000-00048—50% health, Player 2 partner
EAA70D300000-0001—Player 1 hyper combo level 1
EAA70D300000-0002—Player 1 hyper combo level 2
EAA70D300000-0003—Player 1 hyper combo level 3
45820A6D0000-0005—Player 1 infinite guest attacks
45820A6D0000-0000—Player 1 no guest attacks
94481F540000-0001—Player 2 hyper combo level 1
94481F540000-0002—Player 2 hyper combo level 2
94481F540000-0003—Player 2 hyper combo level 3

NFL Blitz 2001

962802F10000-002A—Infinite creation points
58877C450000-0000—0 points team 1, 1st quarter
900801E50000-0000—0 points, team 1, 2nd quarter
EE3713860000-0000—0 points team 1, 3rd quarter
2EA768570000-0000—0 points team 1, 4th quarter
77F5D8100000-0000—0 points team 1, overtime
31F12F550000-0000—0 points team 2, 1st quarter
85E386120000-0000—0 points team 2, 2nd quarter
CF38ECEA0000-0000—0 points team 2, 3rd quarter
2E1768570000-0000—0 points team 2, 4th quarter
58677C450000-0000—0 points team 2, overtime
58847C45C070-5041 + 58877C450000-000A—10 extra points team 1, 1st quarter
900801E5C070-5041 + 900801E50000-000A—10 extra points team 1, 2nd quarter
EE3413B6C070-5041 + EE3713860000-000A—10 extra points team 1, 3rd quarter
2EA46857C070-5041 + 2EA768570000-000A—10 extra points team 1, 4th quarter
77F6D810C070-5041 + 77F5D8100000-000A—10 extra points team 1, overtime
31F22F55C070-5041 + 31F22F55C070-5041—10 extra points team 2, 1st quarter
85E08612C070-5041 + 85E386120000-000A—10 extra points team 2, 2nd quarter
CF38ECEAC070-5041 + CF38ECEA0000-000A—10 extra points team 2, 3rd quarter
2E146857C070-5041 + 2E1768570000-000A—10 extra points team 2, 4th quarter
58647C45C070-5041 + 58677C450000-000A—10 extra points team 2, overtime
58847C45C070-5041 + 58877C450000-0063—Team 1 starts with 99 points
31F22F55C070-5041 + 31F12F550000-0063—Team 2 starts with 99 points
81688612000-42C8—Infinite turbo, Player 1
455214D80000-42C8—Infinite turbo, Player 2
283F68570000-42C8—Infinite turbo, Player 3
E88F13860000-42C8—Infinite turbo, Player 4
81688612000-0000—No turbo, Player 1
455214D80000-0000—No turbo, Player 2
283F68570000-0000—No turbo, Player 3
E88F13860000-0000—No turbo, Player 4
81688612C070-5878 + 81688612000-4264—50% turbo, Player 1
455114D8C070-5878 + 455214D80000-4264—50% turbo, Player 2
283C6857C070-5878 + 283F68570000-4264—50% turbo, Player 3
E88C1386C070-5878 + E88F13860000-4264—50% turbo, Player 4
19471D834070-5041 + 81688612000-0000 + 19471D834070-5041 + 455214D80000-0000 + 19471D834070-5041 + 283F68570000-0000 + 19471D834070-5041 + E88F13860000-0000—No turbo on 4th down
19471D83E070-5041 + 81688612000-0000 + 19471D83E070-5041 + 455214D80000-0000 + 19471D83E070-5041 + 283F68570000-0000 + 19471D83E070-5041 + E88F13860000-0000—No turbo on 1st down
19441D830000-0001—Always 1st down
19441D830000-0004—Always 4th down
19471D83E070-5041 + 19441D830000-0002—3 downs per possession
19471D83E070-5041 + 19441D830000-0003—2 downs per possession
19471D83E070-5041 + 19441D830000-0004—1 down per possession

NFL Quarterback Club 2001

C7BBD6030000-0190—Infinite creation points
B7FE44D50000-0003—Team 1infinite time outs
37695AD40000-0003—Team 2 infinite time outs

TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

Some scores provided by:
The Official Electronic Games Scoreboard™
TWIN GALAXIES
www.twingalaxies.com

ALL AMUSEMENT CENTER
7888-1 Van Nuys Blvd • Van Nuys, CA 91402 • (818) 756-0550

GAME	HI SCORE	NAME
Tekken Tag Tournament	61 wins	George Alfonso
Marvel Super Heroes	726,700	Ozzy B.
Tekken 3	36 wins	Mark Jingco
Hip Hop Mania (Hard)	384,644	DEFAL
Hip Hop Mania (Random, Hard)	379,532	DJ KRN
Blitz '99	45 wins	Carlos Cabrera
Marvel vs. Capcom 2	32 wins	George Alfonso
Street Fighter Alpha 3	4,065,500	Jason Wilson
Capcom vs. SNK	68 wins	Jason Wilson
Capcom vs. SNK	28 wins	Mike Parker

BIRD BOWL ARCADE
9275 Bird Road • Miami, FL 33165 • (305) 552-5536

GAME	HI SCORE	NAME
Marvel vs. Capcom 2	23 wins	PTR
Marvel vs. Capcom 2	14 wins	JLP
Marvel vs. Capcom 2	213,543,800	JLP
Marvel vs. Capcom 2	210,454,800	JLP
Marvel vs. Capcom 2	10 wins	CPS

BOOMER'S ARCADE
3100 Airport Road • Boca Raton, FL 33431 • (954) 921-1411

GAME	HI SCORE	NAME
Dark Silhouette (Shooting Range)	38,200, 97%	KEN T
Star Wars Trilogy	2,269,700	EJJ
Point Blank 2	174,528	MGD
Alpine Racer 2	144,528	MJ
Desert Tank	1,269,450	MHD
Crisis Zone	3,669,090	???

THE DUNGEON
1371 West Tunnel Blvd • Houma, LA 70360 • (504) 872-1203

GAME	HI SCORE	NAME
Cruis'n Exotica (All Tracks)	17:37'26	Wayne Folse
Cruis'n Exotica (Alaska)	1:12'73	Wayne Folse
Cruis'n Exotica (Amazon)	1:08'17	Wayne Folse
Cruis'n Exotica (Atlantis)	1:23'12	Wayne Folse
Cruis'n Exotica (Hong Kong)	1:30'47	Wayne Folse
Cruis'n Exotica (Mars)	1:29.40	Wayne Folse
Cruis'n Exotica (Sahara)	1:11'75	Wayne Folse
Cruis'n Exotica (India)	1:09'91	Wayne Folse
Cruis'n Exotica (Ireland)	1:20'82	Wayne Folse
Cruis'n Exotica (Holland)	1:38'01	Wayne Folse
Cruis'n Exotica (India)	1:10'43	Wayne Folse
Cruis'n Exotica (Ireland)	1:20'82	Wayne Folse
Cruis'n Exotica (Korea)	1:12.14	Wayne Folse
Cruis'n Exotica (Tibet)	1:14'70	Wayne Folse
Cruis'n Exotica (Las Vegas)	1:24'70	Wayne Folse
Tekken 3 (Yoshimitsu)	1:42'35	Eric Candles

SUPER JUST GAMES
557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Gauntlet Legends (Wizard)	Level 99 x 9	Ari Weintraub
Tekken Tag Tournament	48 wins	Ari Weintraub
Tekken Tag Tournament	32 wins	Ari Weintraub
Top Skater	549,941	SRB
Marvel vs. Capcom 2	51 wins	Ari Weintraub
Pac-Man (slow)	146,700	???
Capcom vs. SNK	34 wins	Jason Wilson
Street Fighter III: 3rd Strike	28 wins	Jason Wilson

FUN-O-RAMA
7795 W. Flagler St. Store # 5 • Miami, FL 33174 • (305) 266-8867

GAME	HI SCORE	NAME
Killer Instinct (Jago)	31 hits	JEW
Killer Instinct (Thunder)	43 hits	ACE
Killer Instinct (Fulgore)	39 hits	ACE
Capcom vs. SNK	24 wins	Johan Palacios
Capcom vs. SNK	21 wins	Robert Cantillo

ALADDIN'S CASTLE
8300 Sudley Road Space F-12 • Manasas, Virginia 20109 • (703) 330-0174

GAME	HI SCORE	NAME
Hydro Thunder (Thunder Park)	1:47'53	CEP
Hydro Thunder (NY Disaster)	1:49'03	JAY
Hydro Thunder (Lost Island)	1:38'36	JAY
Hydro Thunder (Far East)	1:56'53	PGT
Hydro Thunder (Lake Powell)	2:00'59	CEP
Cruis'n World (Germany)	1:39.74	Paul Tholen
Cruis'n World (Italy)	1:41.98	Paul Tholen

ALL AMUSEMENT CENTER
201 E. Magnolia • Burbank, CA 91502 • (818) 557-6558

GAME	HI SCORE	NAME
Marvel vs. Capcom 2	71 wins	David Cicero
Marvel vs. Capcom 2	63 wins	David Cicero
Marvel vs. Capcom 2	43 wins	David Cicero
Marvel vs. Capcom 2	21 wins	Amir Amirsaleh
Marvel vs. Capcom 2	18 wins	George Jingco
Capcom vs. SNK	54 wins	DCI
Capcom vs. SNK	38 wins	DC

HI 5 NICKEL ARCADE
1336 Saratoga Ave. • San Jose, CA 95129 • (408) 557-0755

GAME	HI SCORE	NAME
Super Shot Basketball	96	Alex
Capcom Bowling	221	Joe Anderson
9kee Ball	650	Leila and Lisa
Time Crisis	564,300	Mike Damron
Hip Hop Mania	383,922	Michael Garcia
Crazy Taxi	$5,619.42	Vincent Arevalo
Marvel vs. Capcom	1,667,433,600	David Lee
Wacky Gator	99 Wacks	Fire It Up!!
Tekken Tag Tournament	8 Wins	Fire It Up!!

LASER QUEST
224 Bolivar Street • Lexington, KY 40508 • (859) 225-1742

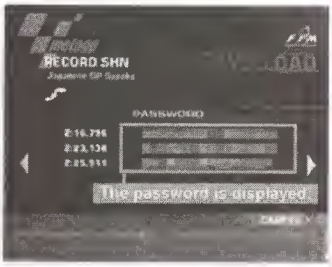
GAME	HI SCORE	NAME
Maximum Force	209,750	MBW
Hydro Thunder (Far East)	1:51'49	RPN
Hydro Thunder (Lost Island)	1:41'06	RPN
Hydro Thunder (Arctic Circle)	1:48'59	RPN
Hydro Thunder (Lake Powell)	1:56'18	RPN
Hydro Thunder (NY Disaster)	1:54'96	RPN
Hydro Thunder (Greek Isles)	1:45'99	RPN
Revolution X	1,415,000	MSJ
Gauntlet: Dark Legacy (Sorceress)	Level 50	MSJ

PS2 motogp worldwide time attack contest

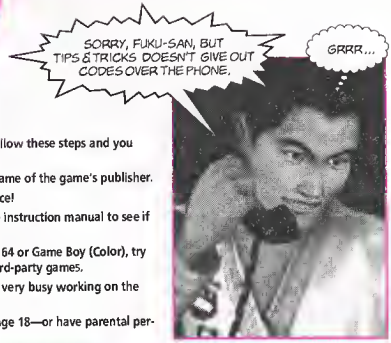
Namco is sponsoring a time attack contest for *MotoGP* on PlayStation 2! This includes countries all over the world, including Japan. We'll post the top times for the USA right here each month. Think you've got what it takes? All you need is a fast time in *MotoGP* and Internet access!

Submission Instructions

To submit your time, you must obtain a password from the *MotoGP* game: At the main menu, select "SAVE/LOAD," then select "RECORDS." Next, select "TIME TRIAL." Finally, hold **L1 + R1 + L2 + R2** and press **SELECT**. A password will appear next to each time that you previously obtained in Time Trial. (If you don't have any lap times in Time Trial, no passwords will appear.) Next, you may submit your password, which has your lap time encoded within it, to Namco's web page (http://www.namco.com). You can also proceed to the submission page directly at the following URL: http://www.namco.co.jp/home/cs/ps2/motogp/ranking-world/. Here are the top USA rankings as of November 16, 2000. Only the top 200 rankings for each circuit are recorded. The Time Attack contest has just started, so get your times in and you might see your name in the next issue of *Tips & Tricks*!



RANK	NAME	DATE	LAP TIME	BIKE
Suzuka Circuit				
187	Matthew Davis	11.14.00	2'07"240	Honda NSR500 (Sete Gibernau)
Paul Ricard Circuit				
136	slingshot	11.16.00	1'20"566	Honda NSR500 (Alex Criville)
Jerez Circuit				
52	slingshot	11.15.00	1'42"471	Honda NSR500 (Alex Criville)
118	Matthew Davis	11.14.00	1'44"435	Yamaha YZR500 (Yamaha Team)
190	west	11.2.00	1'51"436	Yamaha YZR500 (Yamaha Team)
Donington Circuit				
82	Matthew Davis	11.14.00	1'31"908	Honda NSR500 (Sete Gibernau)
103	west	11.1.00	1'32"516	Honda NSR500 (Repsol Honda)
151	bright	11.1.00	1'35"053	Honda NSR500 (Repsol Honda)
162	Kinopio	11.3.00	1'35"780	Honda NSR500 (Repsol Honda)
Twin Ring Motegi				
145	Samstrike	11.9.00	1'50"738	Honda NSR500 (Alex Criville)
167	Matthew Davis	11.14.00	1'51"223	Yamaha YZR500 (Yamaha Team)



HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO
1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge.
(Canada): $1.50/minute for automated hints

ACCLAIM
1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION
1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): $1.49/minute

AGETEC, INC.
1-900-288-A5CII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWORKS CORP.
1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE
1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or $1.25/minute for live assistance

CAPCOM
1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information; $1.35/minute for live help
(Canada): $1.35/minute

CRAVE ENTERTAINMENT
1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): $1.50/minute

DREAMWORKS INTERACTIVE
1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS
1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK CODELINE
1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): $1.27/minute
COST (Canada): $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST: 95¢/minute for automated help; $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

MIDWAY
1-903-874-5092
HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): $1.50/minute
COST (Canada): $2.00/minute
COST (Power Line): Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS
1-900-976-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, $1.50/minute for live assistance
COST (Canada): $1.50/minute

SIERRA
1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
COST (Canada): $1.25/minute

SQUARESOFT
1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 99¢/minute for automated tips, $1.35/minute for live assistance
COST (Canada): $1.50/minute for automated tips only

SUNSOFT
1-714-850-2700
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to California apply

TECMO
1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

THQ
1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.50/minute

VIRGIN INTERACTIVE
1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): 55¢ for the first minute, $1.25 each additional minute

WIN FREE STUFF FROM AGETEC!

agetec

Just fill out the questionnaire below and send it to:

Tips & Tricks 2001 Survey
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

All entries must be received before February 15, 2001 to be eligible for the prize drawing. We'll pick 20 responses at random and send each lucky winner either an ultra-realistic *Armored Core* model or a very cool PlayStation controller from Agetec! Please choose your answers carefully; if you don't want to cut this page out, you can make a photocopy or just write your answers on a sheet of paper.

Name:_____

Address:_____

_____

City:_____

State,Zip:_____

☐ Male ☐ Female (check one)

Age:_____

1) In total, approximately how much time do you spend reading/consulting an average issue of *Tips & Tricks*?
☐ This is my first issue
☐ One hour or less
☐ More than one hour, less than two hours
☐ Two or more hours, less than three hours
☐ Three or more hours, less than four hours
☐ Four or more hours, less than five hours
☐ Five or more hours, less than ten hours
☐ Ten or more hours

2) On average, which video-game magazines do you read or look into regularly (at least three out of every four issues published), if any?
☐ *Tips & Tricks*
☐ *Electronic Gaming Monthly*
☐ *Expert Gamer*
☐ *Game Fan*
☐ *Game Informer*
☐ *Game Pro*
☐ *Gamer's Republic*
☐ *Next Generation*
☐ *Nintendo Power*
☐ *Official U.S. PlayStation Magazine*
☐ *P.S. Extreme*
☐ *PSM*

3) Of the following types of games, which do you currently own? (Check all that apply)
☐ Adventure
☐ Action
☐ Shooter
☐ Trading
☐ Classic/retro/board
☐ Fantasy/RPG
☐ Racing
☐ Flying/Space Simulation
☐ Traditional Sports
☐ Extreme/Alternative Sports
☐ Outdoor Sports
☐ Fighting/Wrestling

4) Approximately how often do you shop for new video games?
☐ 2 or more times per week
☐ At least once a week
☐ 2 or 3 times a month
☐ Once a month
☐ Less than once a month

5) Have you ever read or looked into *Tips & Tricks* to help you determine a future purchase?
☐ Yes
☐ No

6) Have you ever bought a product as a result of seeing or reading about it in *Tips & Tricks*?
☐ Yes
☐ No

7) Which home game system(s) do you currently own? (Check all that apply.)
☐ Nintendo 64
☐ Super Nintendo Entertainment System
☐ Nintendo Game Boy or Game Boy Color
☐ Sony PlayStation
☐ Sony PlayStation 2
☐ Sony Pocket Station
☐ Sega Dreamcast
☐ Sega Saturn
☐ Sega Genesis
☐ Tiger game.com

8) Which home game system(s) do you plan to buy in the next 12 months? (Check all that apply.)
☐ Nintendo 64
☐ Nintendo Game Cube
☐ Nintendo Game Boy Color
☐ Sony PlayStation
☐ Sony PlayStation 2
☐ Sony Pocket Station
☐ Sega Dreamcast
☐ Microsoft X Box
☐ Tiger game.com

9) How many video games do you currently own?
☐ None
☐ 1-5
☐ 6-10
☐ 11-15
☐ 16-20
☐ 21-25
☐ 26-30
☐ 31-35
☐ 36-40
☐ 41-45
☐ 46-50
☐ 51-60
☐ 61-70
☐ 71-80
☐ 81 or more

10) How many games do you plan to purchase within the next six months?
☐ None
☐ 1-2
☐ 3-4
☐ 5-6
☐ 7-8
☐ 8-9
☐ 10-11
☐ 12-13
☐ 14-15
☐ 15-20
☐ 20 or more

11) How many games do you plan to rent within the next six months?
☐ None
☐ 1-2
☐ 3-4
☐ 5-6
☐ 7-8
☐ 8-9
☐ 10-11
☐ 12-13
☐ 14-15
☐ 16-20
☐ 20 –25
☐ 26 or more

12) Approximately how much have you spent on video games in the last six months?
☐ 0 - $100
☐ $101- $200
☐ $201- $300
☐ $301- $400
☐ $401- $500
☐ $501- $600
☐ $601- $700
☐ $701- $800
☐ $801- $900
☐ $901- $1,000
☐ $1,001-$1,100
☐ $1,101 - $1,200
☐ $1,200 or more

13) Where do you buy most of your home video games and/or game peripherals (like extra controllers, joysticks, etc.)?
☐ Software store
☐ Toy store
☐ Department store
☐ Mail-order
☐ On-line
☐ Other:_____

14) Including everyone that lives in your home, what is the approximate annual income for your household? (Check one)
☐ Under $20,000
☐ $20,000 - $29,999
☐ $30,000 - $39,999
☐ $40,000 - $49,999
☐ $50,000 - $59,999
☐ $60,000 - $69,999
☐ $70,000 - $79,999
☐ $80,000 - $89,999
☐ $90,000 - $99,999
☐ $100,000 - $124,999
☐ $125,000 - $149,999
☐ $150,000 - $199,999
☐ $200,000 - $249,000
☐ $250,000 or more

15) How long have you been playing video games?
☐ less than 1 year
☐ 1-2 years
☐ 2-3 years
☐ 4-5 years
☐ 6-7 years
☐ 8-9 years
☐ 10-12 years
☐ 13 or more years

16) Do you plan to buy an extra controller, game enhancement device or other gaming peripheral during the next six months?
☐ Yes ☐ No

17) Where do you usually look to find out about new video games and/or game peripherals?
☐ Magazine advertisements
☐ Magazine reviews
☐ Magazine strategy guides
☐ TV commercials
☐ On-line
☐ Friends
☐ In-store displays
☐ Other:_____

18) Do you have access to the Internet in your home?
☐ Yes
☐ No

19) Approximately how many hours per week do you access the Internet?
☐ Less than 1 hour
☐ 1 to under 2 hours
☐ 2 hours to under 3 hours
☐ 3 hours to under 4 hours
☐ 4 hours to under 5 hours
☐ 5 hours to less than 6 hours
☐ 6 hours to less than 7 hours
☐ 7 hours to less than 8 hours
☐ 8 hours to less than 9 hours
☐ 9 hours to less than 10 hours
☐ 10 or more hours

20) Have you ever done any gaming online?
☐ Yes
☐ No

21) In addition to video gaming, what are some of your other interests? (check all that apply)
☐ Participating in sports
☐ Fitness/Health
☐ Listening to music
☐ Renting movies
☐ Style/fashion/clothing
☐ Comic books
☐ Japanese anime

Thanks for participating in our reader survey. Your answers will help us to make *Tips & Tricks* a better magazine. Good luck!

TIPS & TRICKS

Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this brand-new monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS SPORTS DESK

by Mike Daly

I'm not going to mislead you: Hockey has never really been my thing. Something about a bunch of neanderthalic foreigners moving at high speed on ice just doesn't do it for me (with all due respect to neanderthals). Maybe it's just that I've never really felt comfortable with games that involve sticks; bad things tend to happen. I could just be psychologically damaged from watching one too many lacrosse sticks intentionally broken over someone's fibula...at least in hockey, they wear more pads. (There's a lot of stuff packed under those jerseys; I know after watching Mark Messier getting dressed on national TV a couple weeks back. It gives me a new respect for football players.) With all that stuff in mind, here's my admittedly biased/ignorant take on this year's crop of ice hockey games.

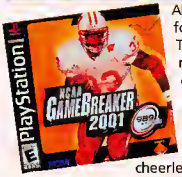
NHL 2001 vs. NHL FaceOff 2001

This clash of the titans fares much like a real hockey game itself; a low-scoring tie. Both companies have developed competent, enjoyable simulations of hockey (as if I've put on a pair of skates in the last 20 years). Player animation and game realism are about the same. More experienced players and hockey fans will generally prefer *NHL 2001*. *NHL FaceOff 2001* is sluggish by comparison and doesn't match the high-speed action of EA Sports' game—though *FaceOff* does have a speed control. Most people feel this aspect of play should be covered by the skill level setting. Both games feature fighting and a shoot-out mode (which is good for practicing one-on-one against the goalie, but that's about it). Purists will definitely find *NHL 2001* more charming in subtle ways that clearly emanate from its Canadian design team. In addition, *NHL 2001* plays a lot like the old Genesis games with an almost arcade-like feel. The most glaring and recurring problem with *NHL 2001* is with the selectable levels of difficulty. Year after year, the difference between "Pro" and "All-Star" is so drastic that they almost feel like two different games entirely. Play the game at the "Beginner," "Rookie" or "Pro" difficulty setting and you will easily beat the computer opponent by seven to ten points. "All-Star" has the opponent scoring on you every thirty seconds. It's just a little pet peeve of mine that they've never seemed to fix.

Knockout Kings 2001

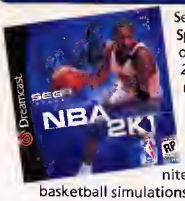
With the glut of lame pay-per-view boxing performances that Don King and Bob Arum have been giving us in the last sixth months (*De La Hoya/Mosley I* excluded), there's never been a better time to conduct your own bouts. EA Sports' *Knockout Kings 2001* doesn't pull any punches (pun intended) and picks up where its year 2000 predecessor left off. The meat and potatoes of the game are pretty much the same; two guys bobbing around in the ring in a punching contest that resembles *Tekken* as much as it does a real boxing match. (Obviously, 12-round split decisions don't play as well on a game console as they do in real life.) Gameplay and graphics are barely improved from last year's game. *Knockout Kings 2001* does gain ground stylistically, however. Actual referees Mills Lane and Richard Steele lend their voices, as do commentators Max Kellerman and ESPN's Al Bernstein (the acerbic Larry Merchant has been wisely avoided). A bio section features substantial statistical and biographical information about all of the fighters in the game and is a good supplement for anyone looking to brush up on their boxing history. *Knockout Kings 2001* also features a solid hip-hop soundtrack with songs from the likes of Tash, Tony Touch, Black Eyed Peas and Hieroglyphics. The game also gains from the addition of boxers such as Ruben "Hurricane" Carter and a women's division featuring bruisers like Christy Martin and former centerfold Mia St. John. This division also includes the incredible Lucia Rijker, a gorgeous former kickboxing champion who once punched out Martin after a press conference for systematically avoiding her. Don't get the wrong idea; Rijker ain't got nuthin' on Lara Croft, but she's all over the rest of her division. She out-fights the fighters and out-plays the playmate. Ultimately, however, like real boxing, *Knockout Kings 2001* suffers from matchup difficulties (TV contracts and all that). The game is missing some classic heavyweights—like Jack Johnson—as well as current prime time players like Mike Tyson. I was going to preview the Trinidad/Vargas fight, but Tito is suspiciously missing from the ranks.

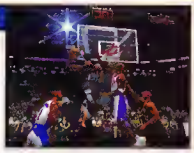
NCAA GameBreaker 2001



Ah, college football! There's nothing quite like it; all of the fan enthusiasm, cheerleading squads and marching bands...but most importantly for our purposes, different playbooks. Especially on offense, college football runs a greater variety of riskier trick plays and formations that don't exist in pro football because defenses in the pro game are too formidable for such nonsense. 989 Sports' *NCAA GameBreaker 2001* features the gamut of formations (the Wing-T, Wishbone and so forth) as well as all the reverses and options (and triple options) that we've come to love watching through the years. Now you can play as any of the great college quarterbacks who probably played running back in high school and then went out and ran all over defenses only to find themselves ignored by the NFL draft (see Tommy Frazier). All of this makes for a fair amount of excitement...and fumbles. Game-time hype is furthered by the addition of celebration and show-off features after a play. Add in commentary by Keith Jackson and you've got a game that's about as close to the college football feel as we've seen.

NBA 2K1





Sega Sports fills out its *2K1* series with *NBA 2K1* and delivers on the promise of its Dreamcast platform. The gameplay is definitely an adjustment from traditional basketball simulations, but it may be closer to playing a real game of basketball than anything else out there. The default viewpoint is that of the player coming down the court looking to make the play. This is far closer to reality than the side views we have grown used to over the years with games like *NBA Live*. Viewing the court and its players as you run your offense feels much like the real thing in that you are looking from the level of the floor rather than some arbitrary bird's eye view. In addition to dynamite player animation and awesome jams—most shots within two feet of the hoop result in dunks—*NBA 2K1* features a playground option where you can play on one of four famous urban pick-up meccas. With three courts from NYC (including the hyped Rucker Park) as well as Chicago's Franklin Park, you can play 2-on-2, 3-on-3 and so forth using NBA teams or East and West All-Stars from the '70s, '80s and today's game. The omission of any West coast spots (especially Venice beach) smacks of East coast favoritism (they must be jealous of recent Western Conference dominance). A big difference between last year's *NBA 2K* and this year's *NBA 2K1* is the significant reduction of blocks. *NBA 2K1* seems to favor the steal more this time when forcing a turnover. One notable shortcoming of *NBA 2K1* is its substitution system, which is a little too realistic. Other NBA games allow you to substitute players during a clock stop or time out, with the players selected going into the game immediately when the clock resumes. *NBA 2K1* will not make substitutions until the clock stops a second time which means that you have to pick your substitutions before you call timeout or the clock stops (dead ball, free throw, etc.), much like a real coach does. Unless you've done some coaching, though, this move does not come as easily as it seems. It's quite frustrating to watch your team take a slide, call a time out and make substitutions, only to see the same tired, outplayed unit walk back out on to the floor. To deal with this properly, you have to make your subs ahead of time; it takes some getting used to. As with *NFL 2K1*, *NBA 2K1* can be played online against other players where the competition tends to be more hardcore gamers than hardcore ballers. Try to take advantage.

Big League Challenge Figures

McFarlane Toys continues its "McFarlane's Sports Pick" series with *Big League Challenge*, which features the biggest names in Major League Baseball. Each figure is extremely detailed and captures each player's signature hitting stance. Shown here from left to right: Alex Rodriguez (A-Rod), Mark McGwire (Big Mac), Chipper Jones, Manny Ramirez, Sammy "So Real" Sosa and Barry Bonds. Like the hockey figures, McFarlane didn't get the team licenses so their jerseys only have their names on them. Each player does, however, have his own gear logos like Mizuno and Rossignol. You can even see Barry Bonds' earring! Look out for the second series, which will feature Piazza, Canseco, McGwire 2, Garciaparra, Giambi and Green. They're not very poseable, but they look great in any MLB fan's collection.

TIPS & TRICKS Tournament Report

by Jason Wilson

Sponsored by

This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

TEKKEN TAG/MVC2 ARIZONA ACTION

Saturday, September 28, 2000 was the day for all the tournament-hungry freaks to come out and play at Sam's Place at the University of Arizona in Tucson for some *Tekken Tag Tournament* action! Dan Lite drove from Phoenix to capture the top spot, slaughtering all of his opponents on the way with teams of random characters. Joe Jennings, the "One Handed Terror of Tucson," took second with his team of Michelle and Julia. After the *Tekken* tournament, gamers headed to the Gameworks Studio on the other side of town for some *Marvel vs. Capcom 2* madness! Al Garci-Crespo took first with his team of Dr. Doom, Cable and Cyclops, while *Tips & Tricks Tournament Report* columnist Jason Wilson (that's me!) placed second with a team of Spiral, Doc Doom and Sentinel. Jennings picked up third in this tournament, surprising many onlookers because he was one of the only participants not to use a team with Dr. Doom! Congratulations to all the winners, and special thanks to all who attended.

THE GRID TOURNAMENT INVADES WINDY CITY

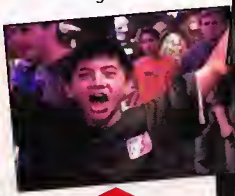
Many avid gamers swarmed to the Brunswick Gala West Lanes arcade in Naperville, Illinois on September 30, 2000 to compete in Midway's *The Grid*. Over 20 teams—each consisting of two or three players—competed for the chance to win a $500 first place prize! The top four competitors received cash and prizes while everyone who competed in the tournament received a *Grid* T-shirt! To make the tournament fair, players were not allowed to enter secret codes; it was truly a tournament to remember. Here are the top four players, with the arcade each represents in the Chicagoland area:

1st place ($500)—Jeff, Namco Cyberstation, Niles

2nd place ($100)—Derek, Brunswick Gala West Lanes, Naperville

3rd place ($75)—Jason, Brunswick Gala West Lanes, Naperville

4th place ($50)—Sherwin, Diversions Arcade, Chicago



TOURNEY WINNER JEFF

Duc Hunting at Golfland

What a tournament this turned out to be! Competitors from all over the state of California—42 in all—came to Southern Hills Golfland to play in the second major California *Marvel vs. Capcom 2* tournament since the giant "B4" tournament held in July 2000. A group of players even came from as far away as Mexico City, Mexico to try to dethrone Duc Do, the undisputed *Marvel vs. Capcom 2* king! The Mexico City players surprised their California opponents by taking the third and fourth spots overall. Duc Do finished off everyone once again with his marquee team of Spiral, Cable and Cyclops. Ricky Ortiz from upstate took second with an annoying Storm, while Coyi Pineda of Mexico City placed third with a his team of Spiral, Cable and Blackheart. The winners received cash and Golfland tokens! Here are the rest of the top competitors:

1. **Duc Do—San Bernadino, CA**
2. **Ricky Ortiz—Milpitas, CA**
3. **Coyi Pineda—Mexico City, Mexico**
4. **Jose Garcia—Mexico City, Mexico**
5. **Alex Valle—Westminster, CA (tie)**
5. **Tone Nguyen—Pasadena, CA (tie)**

B4 Street Fighter Tournament Video

Tom and Tony Cannon worked very hard to make the B4 *Street Fighter* Championships a reality. In addition, they put together a magnificent tournament video that truly captures the heart of the *Street Fighter* community, with some amazing tournament matches featuring top North American players competing for a chance to go to Japan! The B4 Tournament Tape features player interviews and tournament matches highlighting the best players in the country; this is unmatched *Street Fighter* tournament coverage. Here's why you need this more than your next 20 Slurpees: Each order includes a set of two (yes, two!) VHS videos with custom sleeve and printed label, featuring: Tournament highlights from the best *Marvel vs. Capcom 2*, *Street Fighter Alpha 3*, *Street Fighter III: Third Strike* and *Super Street Fighter II Turbo* matches. Learn directly from the top players in the country! Watch direct-feed footage of actual gameplay; no "over the shoulder" shaky-cam action here. Check out assorted player interviews and nearly four hours of non-stop beatdowns! The B4 tape documents the selection of the first-ever United States National *Street Fighter* team. The stakes have never been higher! If you're looking to improve your game—or even if you have never attended a major *Street Fighter* tournament—this tape is a must-have. Next to being there, there is simply no better way to learn advanced tricks and traps than by watching the top players in the country. Have you ever wondered how Duc Do executes the infamous Spiral knife trap or the ridiculous 100% Magneto combos in *Marvel vs. Capcom 2*? Want to witness the most vicious Variable Customs in *Street Fighter Alpha 3*? They're all here. Make no mistake, this is no mere combo video; these techniques are being done in high-pressure situations against capable, top-level opponents. You'll see the tactics plus the setups and traps that make them work against even the toughest foe!

To order your own copy of the 84 video, visit http://www.shoryuken.com on the web or mail $28.39 ($24.99 for the two tapes plus $3.40 shipping and handling) to:
Shoryuken.com Re: 84 Tape
979 Pinto Palm Terrace #7
Sunnyvale, CA 94087
Please make your check or money order payable to SRKX...and tell them you read about it in *Tips & Tricks' Tournament Report*.

TOURNAMENT CALENDAR

RECURRING TOURNAMENTS

***Marvel vs. Capcom 2/Capcom vs. SNK* Weekly Tournaments**
Contact: All Amusement Center
7888-1 Van Nuys Blvd.
Van Nuys, CA 91402
(818) 756-0550
Upcoming Dates: December 14, 2000, December 21, 2000, December 28, 2000
Weekly tournaments began October 12 and continue each Thursday. There is a $5 entry fee for each participant, and you must pay for your own games. The top player will receive a cash prize each week. The top three players for the month will receive additional prizes as well!

Florida State *Street Fighter* Championships
Contact: Nelson Santamaria
Miami Lakes, FL
(305) 620-1418
NASRJD@aol.com
Upcoming Date: December 17, 2000
Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State *Street Fighter* Championships which started April 15, 2000 and continue monthly at various local arcades on the third Sunday of each month. Each tournament will consist of a single elimination, two-out-of-three match, three-out-of-five round Capcom *vs. SNK* tournament. A Florida rankings system will be in effect, with top players walking away with cash prizes!

***Marvel vs. Capcom 2/Capcom vs. SNK* Monthly Tournaments**
Contact: Southern Hills Golfland
Stanton, CA
(714) 895-4550
Southern Hills Golfland, the site of various national video game tournaments, currently holds monthly tournaments on *Marvel vs. Capcom 2* and Capcom *vs. SNK* with cash and tokens awarded for the top three spots.

by Pat Reynolds

Hard Core

Hard Core is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

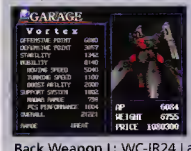
Tips & Tricks Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. As always, overweight or otherwise illegal Core designs get tossed in the trash. Let's get on to this month's batch of new Core designs!

Featured Core Design:

Vortex

Designed by Bradley Curnow of Perth, Western Australia

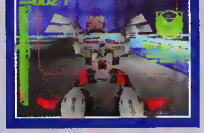


Parts
Head: HD-ONE
Core: XXA-SO
Arms: AW-30/3
Legs: LF-TR-0
Generator: GBG-XR
FCS: TRYX-QUAD
Boosters: B-VR-33
Back Weapon L: WC-IR24 Laser Cannon
Back Weapon R: WC-IR24 Laser Cannon
Arm Weapon L: N/A
Arm Weapon R: N/A
Option Parts: SP-MAW, SP-JAM, SP-ABS, SP-AXL, SP-EH, SP-E+, SP-S/SCR, SP-E/SCR

Color Scheme (General)
Base: Red: 32, Green: 32, Blue: 32
Optional: Red: 32, Green: 00, Blue: 00
Detail: Red: 30, Green: 30, Blue: 30
Joint: Red: 15, Green: 15, Blue: 15

Grade: GREAT

Performance
Armor Points: 60B4
Weight: 6755
Price: 1,0B0,300



Our first Core design from the land down under is this month's Featured Core because it dares to be different. This is a refreshing design, especially since a lot of the designs I receive follow the same old Karasawa/WM-AT formula of powerful-but-boring Cores. Almost nobody uses weapon arms, and there is a reason for this: no Laserblade to fall back on if you run out of ammo. Vortex has a nice mixture of weaponry. Quick arm missiles and the mighty back-mounted Laser Cannons will keep opponents guessing, while the quad-type leg unit allows Vortex to stay on the move while firing the Cannons. The main drawback to using a Core like Vortex—aside from the lack of a Laserblade—is the relatively low Armor Points total. Balancing this, however, is the fact that Vortex is fast, light and can boost and fly for extended periods of time. Keep original designs like this one coming in, folks—they're much more likely to get noticed than the dime-a-dozen humanoid/Karasawa clones that flood my mailbox.

Reaper

Designed by Eli Cuevas of Crawfordsville, Indiana

Parts
Head: HD-G7B0
Core: XXL-DO
Arms: AN-101
Legs: LN-3001C
Generator: GBG-XL
FCS: RATOR
Boosters: B-PT000
Back Weapon L: WM-AT Large Missile
Back Weapon R: RZ-Fw2 Radar
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-1-KARASAWA Laser Rifle
Option Parts: SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

Color Scheme
Desert/Dark Shadow

Grade: SUPERFINE

Performance
Armor Points: 9632
Weight: 10345
Price: 1,270,500

Speaking of plain Vanilla Core design, here's an example of what I'm talking about when I say humanoid/Karasawa/WM-AT clones. Eli's Reaper design falls squarely into that description, and it's the last Core of its kind to be featured in *Hard Core*. Now, don't get me wrong...this is a great design if you like heavy, slow Cores. Reaper is featured in our "*AC* Challenge" this month, and it cleans up the competition handily. The Karasawa is a great weapon; the best in the game as far as I'm concerned. Likewise, the WM-AT is also an incredibly powerful weapon; each hit will shave thousands of Armor Points off of your opponent. And of course, the Moonlight—the best Laserblade in the game. There's nothing wrong with using a Core like this; it's a solid design, has tons of AP and can dish out enough damage to win a battle in a matter of seconds. But it's also boring. It lacks finesse and originality. It's the Andre the Giant of *Armored Core*—it's big, it's strong and it's hard to knock down, but there's no subtlety, no surprise. Not like Vortex up above; it's not going to surprise you with a barrage of arm missiles followed by a Laser Cannon blast while boosting in circles around a confused opponent. Any *AC* player can peg Reaper's style as soon as they lay eyes on it; this Core was made to stand still and fire its weapons until its opponent goes down. There's nothing wrong with that—but there's no art in it, either.

Predator

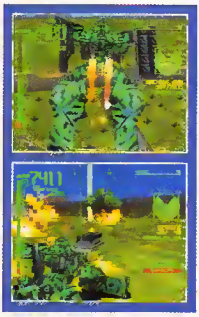
Designed by April Salisbury of Erbacon, West Virginia

Parts
Head: HD-GRY-NX
Core: XXA-SO
Arms: AN-25
Legs: LFH-X3
Generator: GBG-10000
FCS: FBMB-18X
Boosters: B-THP25
Back Weapon L: RXA-99 Radar
Back Weapon R: WM-SMSS24 Missile
Arm Weapon L: N/A
Arm Weapon R: WG-AR1000
Option Parts: SP-MAW, SP-JAM, SP-ABS, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

Color Scheme
Woodland/Green Monster

Grade: FINE

Performance
Armor Points: 7980
Weight: 6205
Price: 908,300



Quad leg Cores have the speed they need to circle-strafe slower Cores into the ground, and there's no better weapon for a good long, strafe-pounding than the machine gun. It may look weak on paper—after all, the damage rating is nowhere near as high as that of plasma and laser rifles—but you have to bear in mind that the damage rating applies to each individual bullet, and that machine guns have the highest rate of fire in the game. If you can keep a bead on your opponent while you dodge his attacks and continuously nail him with machine gun fire, then you are a force to be reckoned with. This is the strategy that you'll need to employ to use April's Predator effectively. April chose to go without a Laserblade so her Core could carry both the best machine gun and a very good missile load. The WM-SMSS24 fires straight up and then tracks the target on its way down, which means that whenever you are doing battle in an open air arena and have lost sight of your opponent behind a wall or other obstacle, you'll be able to keep the pressure on by pummeling them with missiles from above. (By the way, April challenged the Chaos Core featured in October's issue to a duel, and although we used a different *AC* Challenge in this issue, we did indeed pit Predator against Chaos...and Predator won with a score of 4-2 overall. Congratulations, April!)

Acid Rain

Designed by Peter A. Jacob of Camp Springs, Maryland

Parts
Head: HD-ONE
Core: XXA-SO
Arms: AN-K1
Legs: LN-2KZ-SP
Generator: GBG-XR
FCS: FBMB-1BX
Boosters: B-T001
Back Weapon L: WM-SMSS24 Missile
Back Weapon R: WM-SMSS24 Missile
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WA-FINGER Machine Gun
Option Parts: SP-MAW, SP-JAM, SP-ABS, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-ABS/Re

Color Scheme (General)
Base: Red: 25, Green: 25, Blue: 20
Optional: Red: 31, Green: 22, Blue: 17
Detail: Red: 30, Green: 30, Blue: 25
Joint: Red: 25, Green: 25, Blue: 20

Grade: GREAT

Performance
Armor Points: 6850
Weight: 6088
Price: 1,406,800

Acid Rain is a fast humanoid-type Core with both distinct advantages and disadvantages that make it a mixed bag when playing Versus Mode battles. While Acid Rain has low overall AP, it is very fast—and speed is necessary to get in close enough to attack with the WA-FINGER Machine Gun, which has a very high rate of fire but is only effective at close range. In open arenas, the WM-SMSS24 Missile is perhaps the best missile unit in the game. They are hard to avoid, useful for thwarting opponents who like taking to the air, and can hit enemies who are hiding behind vertical obstacles like walls. However, if forced into a battle in an arena with low ceilings, Acid Rain's twin back-mounted WM-SMSS24s become useless. The missiles fire straight up...and explode harmlessly into the ceiling. This leaves Acid Rain with only the WA-FINGER and the MOONLIGHT for offensive attacks. This isn't necessarily a bad combination, but it forces the player to rely on close-range combat only. In this situation, Acid Rain is still a decent match for heavy, slow opponents, but a fast Core with a laser rifle and forward-firing missiles would likely chew Acid Rain up and spit out the pieces.

AC Challenge!

Eli Cuevas, designer of Reaper, writes "You can challenge any AC with mine, it will [defeat] them all with ease." Well, Eli, we matched up your Core against all three of this month's custom Core designs, and the results are shown above. Dayne Jacobs, a local *AC* enthusiast, served as my opponent. As always, each match consisted of six rounds, with Dayne and I switching Cores after the first three rounds. Although Reaper is prone to running out of energy, it's high AP and heavy damage-dealing ability allowed it to clean up the competition with ease, finishing with two wins, no losses and one draw overall. As you can see, Vortex, this month's featured Core design, gave Reaper the closest match; Vortex's ability to strafe while firing its cannons proved to be hugely useful, as did its better speed and boosting ability. Both Predator and Acid Rain had one win apiece, with Reaper trouncing then 5-1 overall. Machine Guns and conventional missiles just weren't enough to take on Reaper's Karasawa and WM-AT combo.

Core	Pat	Dayne	Overall
Vortex	2 win	1 win	3 wins
Reaper	2 wins	1 wins	3 wins

Core	Pat	Dayne	Overall
Predator	0 win	1 win	1 wins
Reaper	2 wins	3 wins	5 wins

Core	Pat	Dayne	Overall
Acid Rain	0 win	1 win	1 wins
Reaper	2 wins	3 wins	5 wins

Pokémon Report

by Charlotte Chen

Pokémon Gold and Silver Update

Breeding

The Pikachu cuteness factor is getting old quick, so a new pantheon of hyper-cute Poké babies are making the scene in *Pokémon Gold* and *Silver* to pick up the slack. Drop off two Pokémon at the Day Care center near the entrance of Goldenrod City and wait for some Poké loving to occur. If the chosen mates enjoy each other's company, eventually they'll produce an egg...which will hatch if you carry it around with your active Pokémon.

★ General Breeding Rules

1. The Pokémon will only produce an egg if they like each other. When you leave them at the Day Care center, you can walk into the backyard to check how they feel.
2. A Kangaskhan is always female. If you breed a Kangaskhan with a male Pokémon, the resulting egg will hatch into a Kangaskhan.
3. A Tauros is always male. If you breed a Tauros with a female Pokémon, the resulting egg will hatch into the same species of Pokémon the Tauros bred with. An addendum to this is that if Tauros is bred with Ditto, the resulting egg will be another Tauros.
4. Ditto does not have a gender, but can still be bred to produce an egg. The result will always be the lowest evolution of the Pokémon Ditto is bred with.

★ Results When Breeding a Male and Female Pokémon

Clefairy + Clefairy = Cleffa
Clefairy + Snubbul = Snubbul
Electabuzz + Electabuzz = Elekid
Jigglypuff + Jigglypuff = Igglybuff
Magmar + Magmar = Magby
Pikachu + Pikachu = Pichu
Venonat + Pinsir = Pinsir
Kangaskhan + Any male = Kangaskhan
Tauros + Any female = Female of species

★ Special Ditto Cases

Hitmonchan + Ditto = Tyrogue
Hitmonlee + Ditto = Tyrogue

★ Unbreedable

Articuno, Cleffa, Elekid, Entei, Ho-oh, Lugia, Igglybuff, Magby, Mew, Mewtwo, Moltres, Nidoqueen, Nidorina, Pichu, Raikou, Smoochum, Suicune, Togepi, Tyrogue, Zapdos

Days of the Week Siblings

Thanks to the amazingly precise rhythm method prescribed by their obstetrician, the Day Parents managed to produce seven children, one born on each day of the week. Day Siblings are scattered throughout the world of Johto and will spawn into existence only on the days they're named after. Speaking to one of the Day Siblings will garner you an item that assists a specific Pokémon type in battle. Speak to each sibling once a week to get as many of the items as you please.

Monica of Monday—Route 40: Sharp Beak
(Increases the effectiveness of flying-type attacks)

Tuscany of Tuesday—Route 29: Pink Bow
(Increases the effectiveness of normal-type attacks)

Wesley of Wednesday—Lake of Rage: Black Belt
(Increases the effectiveness of fighting-type attacks)

Arthur of Thursday—Route 36: Hard Stone
(Increases the effectiveness of rock-type attacks)

Frieda of Friday—Route 32: Poison Barb
(Increases the effectiveness of poison-type attacks)

Santos of Saturday—Blackthorn City: Spell Tag
(Increases the effectiveness of ghost-type attacks)

Sunny of Sunday—Route 37: Magnet
(Increases the effectiveness of electric-type attacks)

Unown Pokédex: The Ruins of Alph

Inside the first cave is a scrambled puzzle; rearrange the blocks until they form a faded image of Kabuto. When you complete the puzzle, a path to the underground will appear. Drop down and begin collecting different shapes of the psychic Pokémon Unown. When you exit the ruins, if you've caught at least three variations of Unown, a researcher will greet you and upgrade your Pokédex to include a separate Unown Pokédex. When you get the Surf HM, you'll be able to access two new parts of the ruins, where more Unown permutations await capture.

Apricorns

In addition to berries, fruit-bearing trees will also yield different colors of apricorns. Take an apricorn to Kurt in Azalea Town and he will spend one day transforming it into a custom Poké Ball. Different colors turn into different Poké Balls, each with special properties that enable them to capture specific types of Pokémon.

Black Apricorn: Heavy Ball—Use to capture large Pokémon like Snorlax.
Blue Apricorn: Lure Ball—Use to capture Pokémon hooked by your fishing rod.
Green Apricorn: Friend Ball—Use to capture a Pokémon you want to become very attached to you.
Red Apricorn: Level Ball—The higher your Pokémon's level in comparison to the wild Pokémon's, the easier it will be to catch.
Pink Apricorn: Love Ball—Use to catch a wild Pokémon who is the opposite gender from your Pokémon.
White Apricorn: Fast Ball—Use on Pokémon like Abra who try to escape from battle quickly.
Yellow Apricorn: Moon Ball—Helps catch Pokémon that evolve with a Moon Stone, like Clefairy or Jigglypuff.

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Hidden Machines List

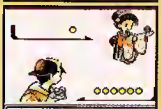
Some items and areas cannot be reached until you earn a certain HM that enables you to gain access to those places blocked off by trees, water or boulders. This brief chart will let you know where to find every HM.

HM 01: Cut

Ilex Forest—Herd the rogue Farfetch'd back toward the scared apprentice. Earn the Hive Badge from Azalea Town to use outside of battle.

HM 02: Fly

Cianwood City—Defeat the Cianwood City Gym Leader Chuck, then speak to his wife. She's right outside the gym. Earning the Storm Badge lets you use Fly outside of battle.

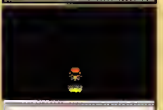


HM 03: Surf

Ecruteak City—Defeat all five of the Kimono girls in the Ecruteak dance theater. The Kimono girls each use a different form of Eevee. From left to right, expect to encounter Flareon (fire), Espeon (psychic), Umbreon (dark), Vaporeon (water) and Jolteon (electric). Speak to the old man with the Rhydon afterwards to get Surf. If you earn the Fog Badge, you can use Surf outside of battle.

HM 04: Strength

Olivine City—The sailor in the house next to the Poké Center will give you Strength. Earn the Plain Badge to use it outside of battle.



HM 05: Flash

Violet City, Sprout Tower—Defeat the elder at the top of Sprout Tower; you must earn the Zephyr Badge to use it outside of battle.

HM 06: Whirlpool

Mahogany Town, Rocket Hideout—After you and Lance rout Team Rocket from their underground hideout in Mahogany Town, Lance will give you Whirlpool. Earn the Glacier Badge to use Whirlpool outside of battle.

HM 07: Waterfall

Ice Path—Found on the first floor, on the right. Slide right, up, left, down, left, up and right to reach it. Earn the Rising Badge to use Waterfall outside of battle.

Johto Gym Leaders

Once you collect the eight badges from the gyms in Johto, you can head on to the Indigo Plateau. Some of the gyms can't be entered until certain events have taken place. The following is a synopsis showing how to get inside each gym, what to expect once you enter and the prizes you receive when you defeat the gym leader.

1. Violet City—Falkner uses mainly bird Pokémon, which means if you picked up Onix in a trade (a boy in Violet City will trade his Onix for a Bellsprout), you'll have a type advantage over the members of this gym. There are two trainers to face before Falkner, who also rely on bird Pokémon.

Win: A. Zephyr Badge B. TM 31: Mud-slap

2. Azalea Town—Thanks to Team Rocket's black market Slowpoketail operation, you can't head straight to the gym. Go to Kurt's house, then the Slowpoke Well. Defeat the Team Rocket members inside and Kurt will give you a Lure Ball, which easily captures Pokémon hooked by a fishing rod. If you chose Cyndaquil as your starting Pokémon, you should pick up Charcoal, which increases the power of fire attacks. Speak to the scientist in the southeast house to learn his apprentice is missing in Ilex Forest. Inside Ilex Forest, catch the Farfetch'd by herding it back toward the apprentice; you'll get the HM Cut. Go back to the scientist's house and you'll get Charcoal. Bugsy uses bug Pokémon, so use fire or flying Pokémon in his gym.

Win: A. Hive Badge B. TM 49: Fury Cutter

3. Goldenrod City—Whitney uses two normal Pokémon—Clefairy and Miltank—but they're both extremely powerful. Miltank's Rollout move increases in power each turn, so you may want to lead off with a rock Pokémon to absorb the damage. Fighting or rock types have an advantage against normal Pokémon. If you don't have a fighting Pokémon yet, you can get one from a boy inside the Goldenrod Poké Mart who will trade his Machop for a Drowzee. Drowzees can be captured near the entrance to Goldenrod City.

Win: A. Plain Badge boosts Pokémon's speed and lets you use Strength outside of battle. B. TM 45: Attract

4. Ecruteak City—Morty uses Ghost Pokémon, which are invincible against normal Pokémon attacks. There's an invisible floor in the gym which snakes between all the trainers in an S-curve. If you fall off the path, you'll be warped back to the beginning; a trainer inside gives you the hint that the path is right before their eyes. Use psychic or dark Pokémon in this gym.

Win: A. Fog Badge B. TM 30: Shadow Ball

5. Cianwood City—Chuck uses fighting Pokémon in his gym. Two trainers will ambush you when you enter, forcing you to fight them in tandem. Chuck himself is behind a blockade of three boulders, which you can move using Strength. Move the left and right boulders up, then push the middle block to the right to gain access. Use flying or psychic Pokémon in this gym.

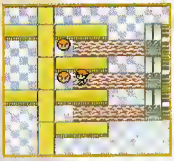
Win: A. Storm Badge B. TM 01: Dynamic Punch

Johto Gym Leaders continued on next page ▶

Johto Gym Leaders

6. Olivine City—Jasmine is caring for a sick Pokémon in the Lighthouse when you first arrive, so you won't be able to battle her. After speaking to Jasmine in the Lighthouse, surf to Cianwood City to get Secret Potion and return it to her. Jasmine will go back to her gym, where she'll be the only opponent you'll face. She uses the newly discovered steel Pokémon, which have a weakness against fire and fighting Pokémon.

Win: A. Mineral Badge B. TM 23: Iron Tail



7. Mahogany Town—Team Rocket resurfaces inside Mahogany Town, causing radio interference. Go to Lake of Rage and defeat or capture the Red Gyarados, then agree to help Lance rout Team Rocket from the city. Once you kick Team Rocket out of their hideout beneath the market, you can fight Pryce. The gym floor is paved with ice, which you need to slide across to reach the various trainers. Pryce and his followers use ice Pokémon, which are weak against fire and electric Pokémon.

Win: A. Glacier Badge B. TM 16: Fury Cutter

8. Blackthorn City—Clair uses dragon Pokémon and is your toughest opponent to date. In order to reach Clair's island across the lava, you need to go upstairs and push the two boulders on the right through the holes to create bridges below. Dragon Pokémon are especially difficult to defeat because they are strong against all the basic elemental Pokémon, making fire, water, grass and electric attacks useless. Only other dragon or ice Pokémon have an advantage over dragon Pokémon. Most of the trainers inside use Dragonair, tending to lead off battles with Thunder Wave to paralyze your Pokémon. Give your Pokémon przcureberries to hold so they can heal themselves. Even after defeating Clair, she won't give you the Rising Badge until you surf to the Dragon's Den behind the gym and find a Dragon Fang.

Win: A. Rising Badge B. TM 24: Dragonbreath

After winning your eighth gym badge from Johto, the next stop is the Indigo Plateau—in Kanto, your old stomping grounds in *Pokémon Red* and *Blue*. Check next month for a breakdown of the Elite Four and all the Kanto Gym Leaders.

POKÉMON TILT-N-TUMBLE RUMOR?

The first Game Boy Color title starring pink marshmallow Kirby, *Kirby's Tilt-N-Tumble*, appeared in Japan recently; it features a cart with a built-in motion sensor that can detect the angle at which the player is holding his or her Game Boy unit during play. Instead of using the D-pad, you maneuver Kirby through a series of mazes by holding the Game Boy at different angles to let "gravity" pull him in the desired direction. It has been rumored that *Kirby's Tilt-N-Tumble* may be converted into a Pokémon game for a U.S. release since Pokémon enjoys higher popularity in the States than Kirby, but there has been no official confirmation.

POKÉMON WORM LIGHT

Nintendo still hasn't bought into the new-fangled concept of back-lighting—the Game Boy doesn't have it and the Game Boy Advance won't, either. Despite the widespread implementation of back-lighting in other portable electronic devices, insomniac Game Boy-philes are enslaved to that time-honored tradition known as "hiding-underneath-the-bedcovers-with-a-flashlight." Japanese midnight eye-strainers earned a reprieve in 1998 with the Game Boy Light, which could toggle between a regular and "indiglo-style" backlit screen, but the system was never released in the U.S.—perhaps a nefarious attempt to even out the myopic imbalance between Eastern and Western gamers? Conspiracy theorists aside, other folks who benefit from the Game Boy's screen design are manufacturers who hawk alternative light sources. Morugan's Pika Light plugs into the Game Boy's link cable port and spirals upwards like a curlicue on a flexible white stand, complete with Poké Ball topping. The design is similar to Nyko's Worm Light...but unlike Nyko's sproingy bulbs, the Pika Light requires a battery to power up to 50 hours of illuminated gameplay.

POKÉMON CRYSTAL

Cell phones are as ubiquitous as razor scooters these days—and even more so in Japan, where the sight of grade-school kids gabbing away during their power lunches is common. Nintendo released the Mobile GB Adapter and *Pokémon Crystal* on December 14, capitalizing on the popularity of cell phones by parlaying wireless communication into a Game Boy accessory. *Pokémon Crystal* utilizes the Mobile GB Adapter to allow players to trade and battle Pokémon over their cell phones. This function is probably going to be limited to the Japanese version of *Pokémon Crystal*, because Japan only utilizes a few cell phone technologies—whereas in the U.S., numerous cellular networks are still twisted into a Gordian knot that doesn't look like it's going to be hacked through anytime soon. Although there are no official announcements, it's possible that *Pokémon Crystal* will be released in the U.S. in 2001, sans the cell phone interface.

POKÉMON STANDEES 2

As long as you or your children are over the age of three—and are not obsessively curious about the taste of prepackaged foam—you're clear to enjoy Viz's simple arts and crafts kit, *Pokémon Standees 2*. All the artistic skill required is the ability to punch out the different shapes along their perforated edges and match the parts with corresponding numbers. There are 20 different images to build, including the three legendary birds (or are they titans now?) from *Pokémon the Movie 2000: Pokémon Standees 2* retails for $14.95.

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by Anatole Brown

CAPCOM GOES UNIVERSAL

Capcom of Japan just announced that it is creating new software that will allow game players to compete against each other over the Internet on any console, whether it be the Dreamcast, PlayStation 2, GameCube or X-Box. Since all these new consoles have (or plan to have) Internet support, Capcom sees this as a great opportunity to join players together regardless of what consoles they play on. There is no word yet as to which games will have multi-platform support, but Capcom has indicated that they will probably be classic 2-D Capcom titles. We'll keep you posted on this exciting news.

HOUSE OF THE DEAD GOES HOLLYWOOD

Sega of Japan just inked a deal with a Hollywood production company called Mindfire Entertainment to do a movie based on its popular arcade and console game *The House of the Dead*. Mindfire's recent productions include *The Specials* (starring Rob Lowe) and *Free Enterprise* with William Shatner. Mindfire was looking for a video game that would translate into a good picture. Hopefully, we'll be munching popcorn and kicking back with a reel of *House of the Dead* soon!

NEW SEGA MEMORY CARDS

In Japan, Sega released a new memory card for the Dreamcast called Memory Card 4X. Instead of having buttons and a screen like the regular Visual Memory Unit (VMU), the Memory Card 4X is nothing more than a memory storage device—but it holds four times more memory than the standard VMU. Most games will work with the new memory card, but Sega has issued a list of some games which will not work. The first game which will require the Memory Card 4X in Japan is *Phantasy Star Online*. A blue PSO Design Version is also available. Sega is not abandoning the VMU for the Dreamcast, however. A new Sonic Team special VMU is planned for the release of *Sonic Adventure 2*.

Sega's New Plan

After posting another loss in its earnings report for a fourth year in a row, Sega recently announced some major changes in the company's future direction. Sega is currently negotiating to create software for various competing portable gaming machines, including cellular phones, Personal Digital Assistant devices and quite possibly Nintendo's Game Boy. There is even some hot talk of Sega developing games for other competing gaming consoles from Sony, Nintendo and Microsoft, but this has yet to be confirmed. This announcement comes along with Sega's new name change in Japan from "Sega Enterprises" to just "Sega", symbolizing its new direction as a multi-platform software company. The Dreamcast will obviously continue to be Sega's main machine, but the new changes signal Sega's move away from hardware and arcade development and on to a more Internet- and software-oriented business model. Get well soon!

BIOHAZARD 4D-EXECUTER

Koichi Ohata

At the 13th annual Tokyo International Fantastic Film festival held between October 27 and November 3 in Tokyo, Capcom presented a short 22-minute film feature called *Biohazard 4D—Executer*. As you may have guessed, the film is based on the *Resident Evil* (*Biohazard* in Japan) saga and takes place in the infamous town of Raccoon City. The story is about an emergency task force U.C.S.B. member who goes into the zombie-infested town to save a lost female researcher. The film is rendered in full 3-D computer graphics and audiences are given 3-D glasses as they enter the theatre. Koichi Ohata, the creator of famous anime works like *M.D. Geist* and *Genocyber*, is the director of *Biohazard 4D—Executer*. This is his first 3-D project.

WACKY PS2 CONTROLLERS

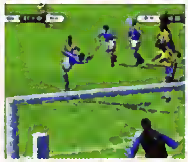
When a new system arrives it always means that someone will be making a wacky controller for it. Here are some unique PlayStation 2 peripherals that just arrived in Japan:

DANCE SUMMIT 2001

The PlayStation's *Bust-A-Groove* series moves over to the PlayStation 2 with Enix's *Dance Summit 2001* (Japan title). Together with ASCII, Enix created this odd pad controller that you wrap around the palm of each hand. Each side has a button represented; the left hand has the ✕ and ○ buttons on opposite sides, while the right hand has the △ and □ buttons. Basically, the controller is used by patting on a desk or some other flat surface—kind of like playing patty-cake by yourself. The controller is sold separately from *Dance Summit 2001* for 4,980 yen. I'll stick to the normal controller, thank you.

GREATEST STRIKER

Taito is known for putting together weird and elaborate controllers to go along with their games like *Jet de Go!* and *Densha De Go!* This time, Taito has created a voice-recognition device for the PlayStation 2 to accompany its soccer game, *Greatest Striker*. The mic is like a Janet Jackson/Sammy Hagar headset that you put over your head and connect to the USB port of the PlayStation 2. In *Greatest Striker*, you're basically like the coach of the team as you issue commands to the team through the microphone. A great gift for hyperactive soccer moms!



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COOL ZONE

Don't you just hate magazines that get less interesting the closer you get to the back cover? Instead of filling up the back pages of Tips & Tricks with a bunch of fractional ads for X-Ray Specs and other junk, we like to save some of the best stuff for last. Like the collection of goodies on this page, which we call the...

Fox Interactive gave us this creepy Alien Resurrection coffee mug so Anatole can continue his caffeine-induced rants. You never know what will pop out of the dark concoction while you're drinking out of this thing. You gotta love the tail!

This giant 11-inch Deluxe Transforming Wing Gundam figure is now available in stores from Bandai. The figure comes with a ton of accessories that you need to snap together, including its wings, cannon and shield. It is fully poseable with many different articulation points and can transform into Bird Mode as an aerial attack ship. This is by far the coolest and bulkiest Gundam figure yet. These are going to get snatched up fast, so hurry to the toy store!

Pelican Accessories just released a slew of high-end PlayStation 2 cables so you can experience your new Sony machine in all its digital glory. The gold-plated controller Extension Cable allows you to increase the length of the cord by 10 feet. The S-video/Composite AV cable gives you access to both output types combined into one cable. The Optical Cable allows you to experience superior acoustics and sound with your DVDs, PS2 games or music CDs. The Component AV Cable is for those hardcore guys with component-ready TVs.

Pelican also makes a PlayStation 2 DVD Remote. Unlike the remote we showed last month, Pelican's remote receiver unit has a through port that allows you to plug in a controller for simultaneous use. The remote has the standard four buttons and directional pad so you can conceivably play some games with one hand—perhaps a role-playing game?

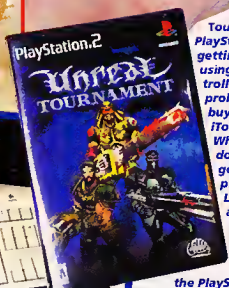
Blue Box Toys has a new line of video game figures following its Omega Boost and Fighting Force series figures. Shown here is Dart from The Legend of Dragoon. Also available in the Dragoon action figure series are Kongol, Lavitz, Rose, Shana and Lloyd. Collect them all!

Here are more toys from the Gundam Wing TV series. Shown here are three five-inch figures from Bandai's Mobile Suit Gundam Wing collection: Wing Gundam Zero, Gundam Deathscythe Hell and Altron Gundam. There are 13 figures altogether and each one comes with a load of accessories such as weapons, shields and sabers. Who knew there were so many different types of Gundams? Available at your local toy store!

McFarlane Toys introduces yet another action figure series called "McFarlane's 3D Animation from Japan." Some purists may gasp at the idea of McFarlane doing Japanese anime figures, but they're actually not that bad. While the faces of the figures look a little "Americanized", the incredible focus on detail is vintage McFarlane. Featured in the series are Kaneda and Tetsuo from the anime classic, Akira. Also in the series are Vash the Stampede and Kuroneko-sama from Trigun and Ryoko and Ryo-Dh-Ki Chan from Tenchi Muyo (No Need for Tenchi). The biggest drawback: Kaneda can't be posed to ride his bike!

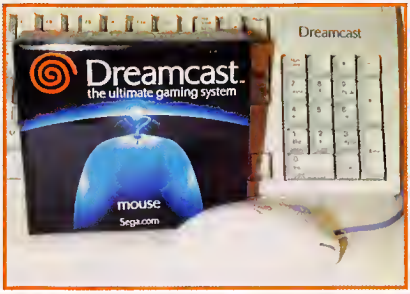
Lucky for Pat, we scored this killer Armored Core 2 figure from ARTFX Collectible Toys'Armored Core 2 High-End Action Model series. This Emeraud ECM-XR00 figure stands about five inches tall and comes with several cannon attachments. It's from Japan so you'll have to do a little hunting!

When we get frustrated, we do what Tron Bonne does: we take it out on our little servebot! Capcom gave us this little servebot squeezie thingie to get us through the day.



If you're playing Unreal Tournament for the PlayStation 2 and are getting frustrated with using the regular controller, you should probably look into buying Logitech's iTouch Keyboard and Wheel Mouse. We don't usually show geeky computer products, but only Logitech USB mice and keyboards were used in testing and developing Unreal Tournament for the PlayStation 2 by the folks at Epic Games and Infogrames. The mouse doesn't use a track ball, but instead features an optical sensor for precision pointing. A nice little set-up for your PlayStation 2.

The new Sega Dreamcast Mouse is now available to accommodate your Dreamcast Keyboard. Quake III Arena players have no choice but to get this thing if they don't want to be schooled by other players online. Point, click and frag!



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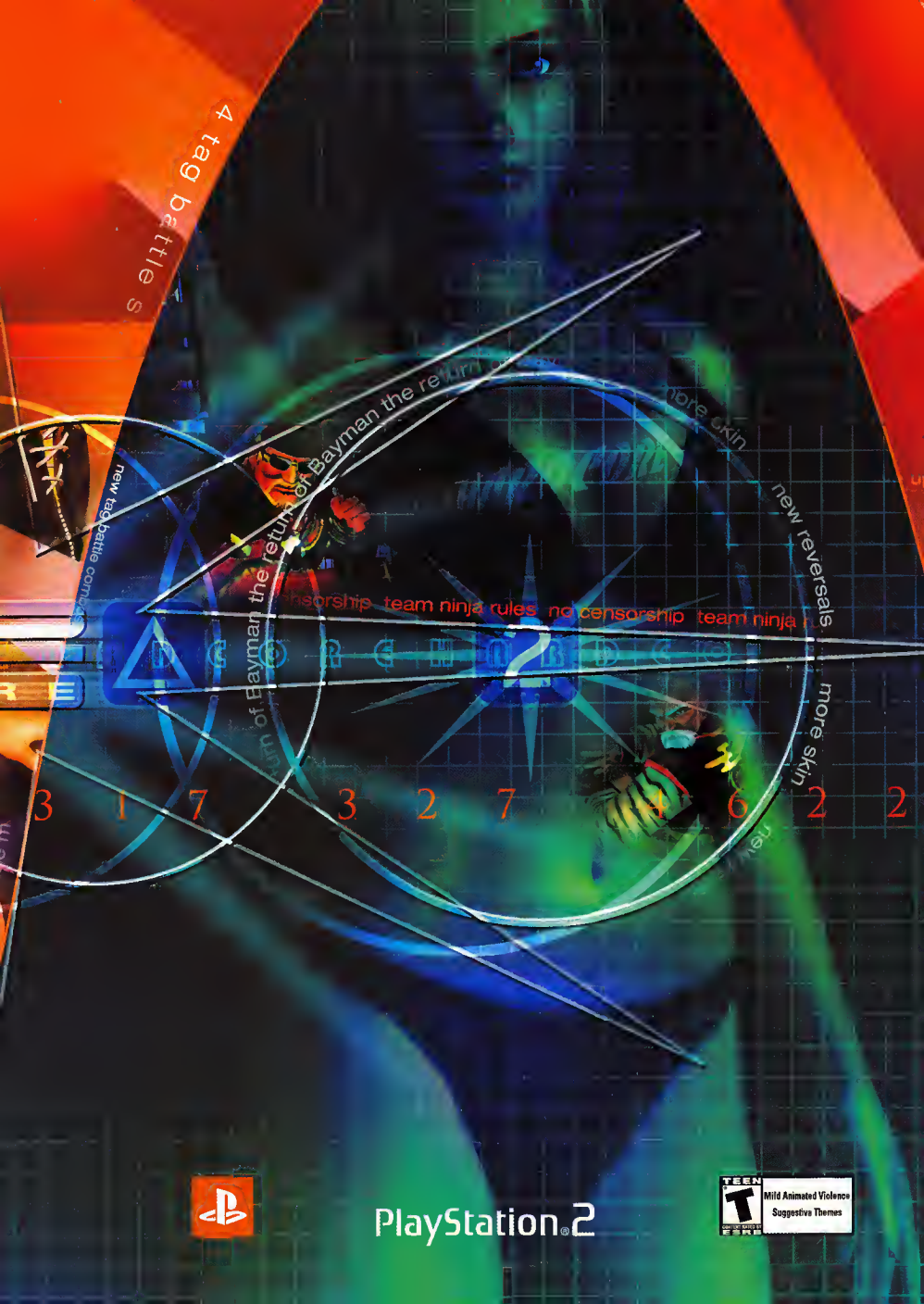
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